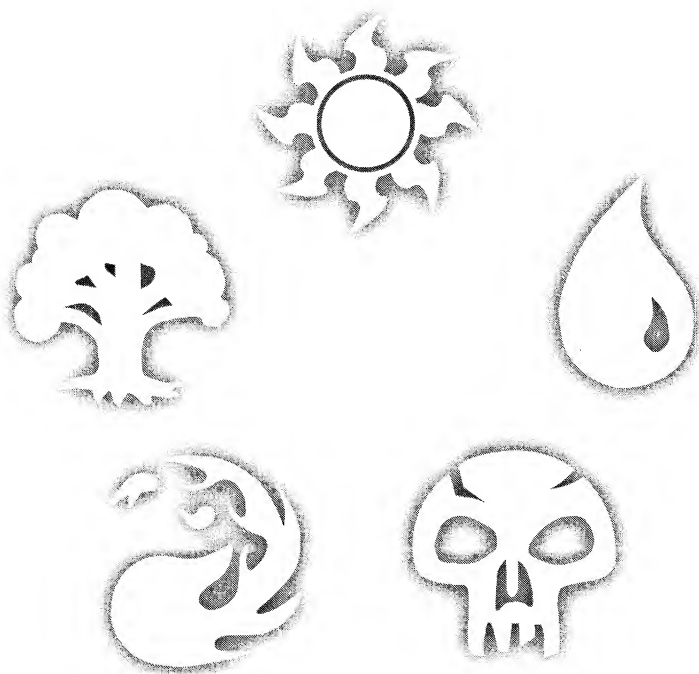


MAGIC

The Gathering®



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Table of Contents

Foreword.....	iv	Answer Its Riddle	43
A Little History	1	Food.....	43
Requirements and Installation... 7		Gold.....	43
The Technical Stuff.....	8	Cards, Cards, Cards.....	44
Installing the Game	9	Mana Stones.....	45
Expeditious Commencement... 11		Mana Links & Mana Taps	46
Help for the Magic Impaired... 13		World Magics.....	47
Two Tutors.....	14	If You've Never Played Magic	
Dueling Help	14	Before.....	49
The Card Game.....	14	First Things First	50
First Things First	15	The Cards	51
The Main Menu	16	Lands.....	51
The Road to Shandalar	18	The Colors of	
Skill Level	19	Mana and Magic.....	52
Your Favorite Color	19	Spells.....	53
Your Face.....	20	Instants.....	55
Getting Around in Shandalar... 21		Interrupts.....	55
Your Travels Begin.....	22	Sorceries	56
The Big Window.....	22	Enchantments	56
Status Boxes	23	Summon Spells	57
QNI—Quest Navigation		Artifacts and Artifact	
Instruments.....	23	Creatures	57
A Few Buttons.....	23	The Duel	59
Vantages (Ad- and Disad-) .. 24		The Phases of a Turn	60
Mana Stones.....	24	Untap Phase	60
World Magics	24	Upkeep Phase.....	61
The Keyboard Controls.....	25	Draw Phase	62
Saving and Quitting	25	Main Phase	62
Function Keys	25	Discard Phase	63
Activating World Magics..... 26		Cleanup Phase	64
The Deck Screen	26	Basic Spellcasting	64
Your Magical Map	30	Casting Cost	65
Are You Winning?	32	Targeting.....	67
Terrain.....	33	Fizzle vs. Cancel	67
Places.....	34	Introduction to Creatures	68
Villages	34	Power and Toughness	68
Cities	35	Summoning Sickness	69
Mana Domes.....	36	Combat Without the	
Lairs.....	36	Complications.....	70
Dungeons	37	Advanced Spellcasting.....	73
Castles	38	Cards' Special Effects.....	74
The Selection Screen.....	39	Fast Spells	77
Critters.....	41	Permanents.....	78
Challenge and Ante	42	Land.....	79
Duel It.....	42	Summon Spells	79
Pay It Off.....	43	Artifacts	81
		Enchantments.....	82

Instruction Manual

BASED ON THE AWARD-WINNING GAME BY RICHARD GARFIELD



MAGIC

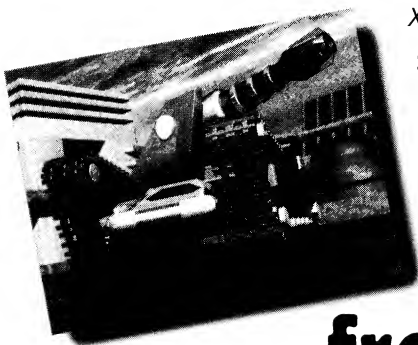
The Gathering

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Resolving Spells and Effects ..	83	Miscellaneous Actions	128
Creature Abilities	84	Upkeep Effects	128
Banding	85	Drawing	130
During an Attack	86	Discarding	131
When Blocking	86	Sacrifices	131
First Strike	88	Building Your Decks	133
Flying	88	In Shandalar	135
Landwalk	89	Your Collection and	
Protection	90	Your Deck	135
Regeneration	91	Deck Limitations	138
Trample	94	Smart Collecting	139
Timing	95	Pointers for Total Novices ..	141
Response Rule	96	Slightly More	
Resolving Existing Effects ..	96	Advanced Advice	143
Resolving Fast Effects	97	Using the Deck Builder	145
An Example	101	The Basics: Deck	
Tapping as a Fast Effect ..	102	Screen Reprise	145
Damage Prevention	103	The All Cards Inventory ..	146
Going to the Graveyard ..	104	Filters Galore	147
Triggered Effects	105	Set Filters	147
Fast Effects and Phases ..	105	Color Filters	148
A Few Extra Rules	106	Type Filters	148
Cards Out of Play	106	Other Filters	151
Counters	106	The Deck Header	154
Graveyards	106	Some Buttons	155
Forced Effects	106	Dueling With Built Decks	155
Dueling in Shandalar	107	Preparing for a New Match ..	156
Strict Enforcement	108	Between Duels	158
Advantaged Duels	109	Glossary	159
Before the Duel Begins	110	Appendix: Sequence of Play ..	187
First Play and First Draw ..	110	Damage Prevention Step	188
Mulligan	110	Beginning and End of	
The Dueling Table	110	Phase Effects	188
Territories	111	Untap Phase	189
Options	113	Upkeep Phase	189
Hands	114	Draw Phase	189
Situation Bar	115	Main Phase	189
The Phase and Combat Bars ..	116	Pre-Combat	190
The Showcase	117	Combat	190
Libraries	118	Declare Attackers	190
Graveyards	118	Fast Effects	191
Life Registers	119	Declare Blocking	191
Mana Pools	119	Fast Effects	191
Damage Markers	119	Resolution	192
Using Your Cards	120	Post-Combat	193
Land	120	Discard Phase	194
Spells and Spell Chains ..	120	Cleanup Phase	194
Card Effects	124	Credits	195
Combat	125	Customer Support	198
Declaring Your Attack	125		
Assigning Blocking	127		
Resolution of Combat	128		



oreword

This is the end of a long journey. Software in general is difficult to get right, to deliver the best possible product—to deliver something that doesn't crash, even. But programming Magic goes *way* beyond that; we have many full-time people at Wizards of the Coast just to keep the *card game* from crashing! Magic is full of intricate card combinations and weird situations which even the best human players sometimes have difficulty navigating, and this level of difficulty doesn't even start to address the problems associated with good Magic play—playing Magic well is not easy. One of the appeals of the game is the constant variety of orthogonal game situations that appear; the novel game states make this an excellent game for creative strategic players, and make it hard to code a good artificial intelligence (AI).

So MicroProse has accomplished a titanic feat. And it *is* accomplished—the Magic quest game is engaging, the AI is respectable, the interface is natural. You can play Magic in new contexts, with different starting conditions, with stakes that will help or hinder your overall quest. You can build decks and test them against the AI. This game brings something new to the world of Magic.

Soon enough, this game will act as a platform on which players can play over the Internet—which will certainly be a terrific game environment. Players will be able to participate in tournaments and leagues and trading from their home (or work, or school!). The primary obstacle keeping games from being as big as sports or movies is finding people to play with, and this can help overcome that.

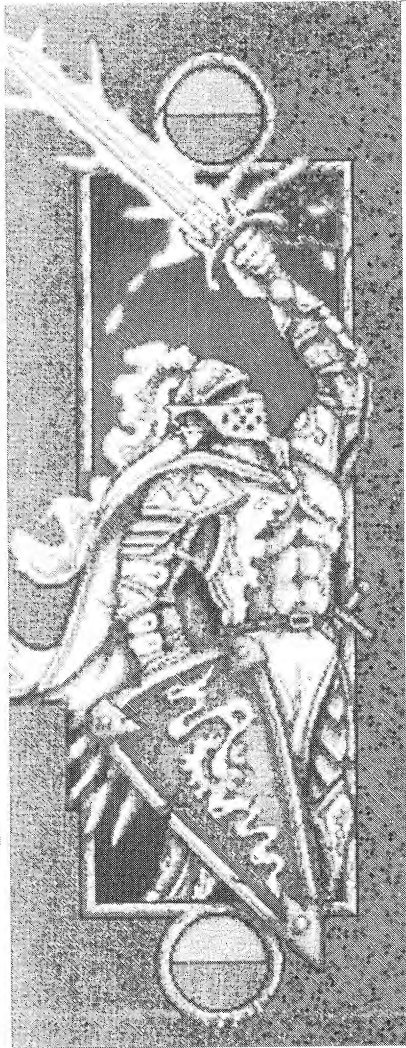
Just like Magic, this game is exceedingly expandable. What will the quests be like with cards from expansion sets? What sort of new decks and AI will there be to test our own decks against?

So even though it has been a long time coming, I think you will find this product well worth the wait. And as with the making of all great games, our journey's end is actually the start of your long journey within the game, and I hope yours is interesting and enjoyable!

Richard Garfield



1. A Little history



Historians in Shandalar call it simply “Lim-Dûl’s War,” and though it ended long ago, its aftereffects have shaped every major event since. What is ultimately worse, like the struggles of a bee in a web, the vibrations of that conflict and the next have spread out into the multiverse. Unfortunately for the residents of this fecund little plane, they’ve attracted attention. Soon, even that first brutal wizards’ war will seem like a golden age.

For most of its existence, Shandalar prospered alone. This plane is unique in that it is fairly drowning in mana. The magical energy is so rich, in fact, that in ancient days wizards here were able to create creatures of *pure mana*. Those creatures and their descendants—among them the great dragons—still roam the land. The richness and purity of Shandalar’s mana is the reason for the plane’s other unusual characteristic—the use of magic is commonplace. Though the more powerful magic is confined to the realm of the wizard, as on the other known planes, lesser spells are used every day by ordinary folk.

In this happy backwater, knowledge of the rest of the multiverse was the secret worry of a select few powerful wizards. Of these, Kenan Sahrmaal was by far the most skillful. A planeswalker who chose to preserve rather than prey on his home plane, Sahrmaal was practically immortal. He had dedicated his life to protecting Shandalar from the affronts of less humane planeswalkers.

Shortly before the war that was to become the focal point of Shandalar’s history, an insanely cunning necromancer who called himself Lim-Dûl came in desperation to the plane. He and two sinister planeswalkers, escaping imprisonment in the Shard, ended up on Sahrmaal’s home. Soon, the hero discovered them and managed to chase away all but Lim-Dûl. The necromancer chose the aftermath of that battle as an advantageous moment to pierce Kenan Sahrmaal with a pitchfork. The hero had been weakened, and had no defenses left. Sahrmaal’s body disappeared, but his followers immediately beheaded Lim-Dûl. It seemed both were dead, but when magic is involved, things are rarely as they seem.

Twelve years thereafter, Lim-Dûl reappeared with an army of the undead at his side and attempted to seize dominion over the entire plane. The war that ensued lasted for years, and it decimated Shandalar. Every major city save one was laid waste and destroyed, but even without their protector, the Shandalarians refused to submit.

Kenan Sahrml was neither dead nor destroyed, though he might as well have been. He had stretched himself to his absolute limits escaping Lim-Dûl's treacherous attack, and his magical ability was nearly gone. Knowing full well that the necromancer was not gone, but also that he could not face Lim-Dûl directly again, Shandalar's hero had been secretly training two adepts to take his place. Honorable as he was, Sahrml did not mean to sacrifice his pupils, but to make both of them capable of defeating Lim-Dûl. One was Azaar. The name of the other has never been revealed.

Ardestan, greatest city of Shandalar and the last bastion of hope, came under siege. It was clear to everyone that Ardestan and Shandalar would, in a few short days, belong to the invader. Nevertheless, Sahrml counseled patience; he told his students they were not ready. Unwilling to believe and unable to face the tragic consequences of inaction, Azaar fled their hidden sanctuary and went to the defense of Ardestan. When they discovered this, his teacher and his fellow pupil hurried to his rescue, but they were too late to stop the casting of the great spell Azaar had stolen from Kenan Sahrml.

The walls of Ardestan had fallen in several places, and Lim-Dûl's zombies ran unchecked through the city. Most of the residents had fled. The defenders of Ardestan lay dead at their posts. Huddled in the questionable refuge of a Circle of Protection, Azaar prepared his casting. Lim-Dûl was no fool, however. Rather than mounting a futile direct attack on the young wizard, he waited atop a nearby rooftop. His plan was to use the same trick with which he had survived his beheading—a simple, last-second transfer of his spirit into Azaar's body.





Unfortunately for both of them, Azaar's spell was targeted at the necromancer's spirit, not his body. It should have imprisoned Lim-Dûl in his body, drawing out all his power and using it to erect a Great Barrier around the plane of Shandalar. It worked, but Lim-Dûl was in Azaar's body at the time. To Sahrml and his pupil, it seemed that the necromancer and Azaar collapsed simultaneously. At the same time, they sensed rather than saw the building of the Great Barrier. Kenan Sahrml had designed his spell as a ward—a temporary obstacle to intrusion by other planeswalkers. The immense energies tapped from the two imprisoned wizards' spirits, however, had made Shandalar virtually impregnable.

Azaar's body lay paralyzed, and Ardestan lay in ruins. Trapped together in a single physical form, the two wizards' spirits warred for control. Convinced that it would ever be so, Sahrml secretly buried Azaar. Though he grieved for his friend's everlasting struggle, he could do nothing. The existence of the Great Barrier depended on the continued confinement of Lim-Dûl.

Before Shandalar even had time to rebuild itself, Azaar's fellow pupil finished his training under Kenan Sahrml. Shandalar's greatest hero chose to invest all of his remaining power in his apprentice, thus making him immortal. Appearing publicly for the first time since his defeat at Lim-Dûl's hands, Sahrml named the nameless wizard as his replacement, took a vow to never again take an active part in events in Shandalar, then vanished.

The new wizard seemed to hesitate in front of the vast crowd that had gathered to hear Kenan Sahrml speak. When he did speak, moments later, his voice was full of confidence. It carried magically throughout all of Shandalar as he said simply, "I am the Guardian, immortal protector of Shandalar."

In time, Shandalar learned to trust the Guardian and accepted him in Sahrml's place. With the cooperation of the greatest wizards, he established five guilds, one focused on each color of magic. Each guild was made responsible for teaching and policing the use of that color—for making sure that Shandalar's living mana was neither abused or misused. The first leader of each guild was chosen in a great contest. The champions—those most proficient in the use of each single color, became the Guild Lords. Every Lord serves until skill lapses with age, then a contest is called and a new champion selected.

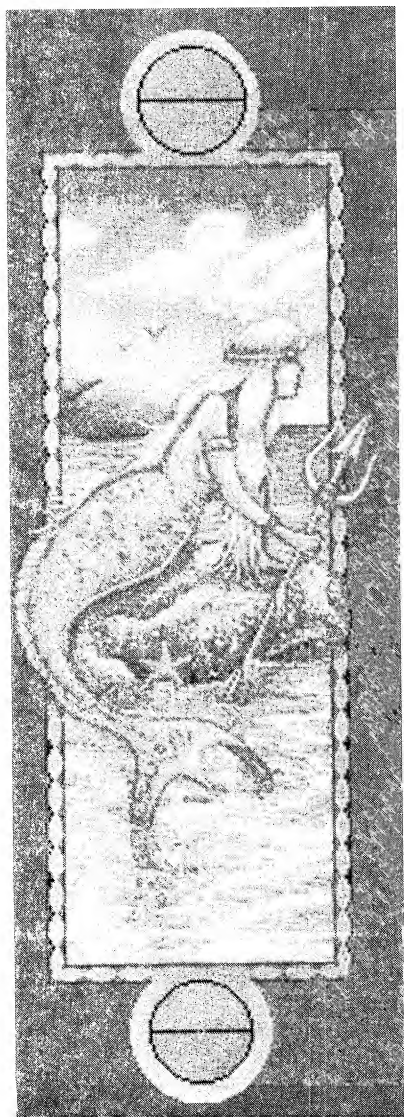
Under the protection of the Guardian and the leadership of the Guilds, Shandalar prospered for many years.

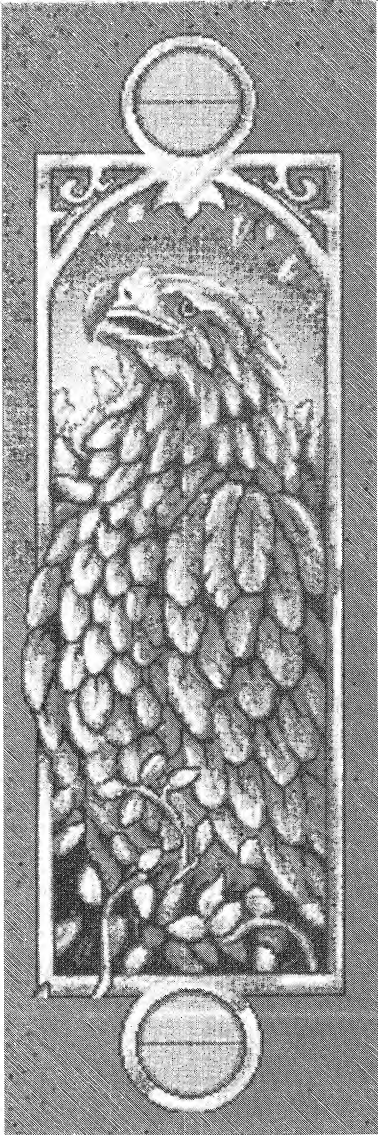
In time, Lim-Dûl's powerful spirit won out over that of the determined but fatally inexperienced Azaar. Though still trapped in the body, he was determined to wreak his revenge. Emerging from the secret graveyard, he once again attempted to bend Shandalar to his will. This time, however, the necromancer found that the little plane had organized, powerful protectors. In the great Wizards' War, Lim-Dûl was defeated soundly, though the Lord of the Black Guild also fell. The Guardian removed the necromancer's spirit from Azaar's former body, but a waver in the Great Barrier reminded him—the existence of the barrier still depended on the confinement of Lim-Dûl's spirit. The cunning enemy was imprisoned again, this time in a magical artifact.

Thus, the only casualties of the Wizard's War were the Black Lord and the spirit of Azaar. Though it had been emptied of spirits, Azaar's body had been exposed to far too much magic to lie still. Now numbered among the undead, it rose of its own accord and stepped in to command the Black Guild, taking the name Lichlord Skavius Slan. The Guardian hid the artifact. It was, after all, Shandalar's safety.

In the time that has passed since then, guild lords have come and gone, save for the eternal Guardian and the undead Lichlord. Many of the magical creatures created and summoned from other planes during the two magical wars were not able to return to their homes. Over time, they learned to live in Shandalar, bathed in the beneficence of the plane's nearly sentient mana. Most of them came to be as natural a part of the environment as any native creature.

Quite recently, the Guardian became aware of an extraordinarily powerful planeswalker named Arzakon. Evidently, the magical emanations of Kenan Sahrma's fight with the planeswalkers, Lim-Dûl's War, and the later Wizards' War had spread out through the multiverse. Tracing these powerful ripples to their source, Arzakon had been stunned by the potential power inherent in Shandalar. The planeswalker's strong desire for control of Shandalar's rich magical energies urged it into an immediate attempt to penetrate the Great Barrier. Ever diligent, the Guardian lent strength to the barrier and easily repelled Arzakon's physical intrusion.



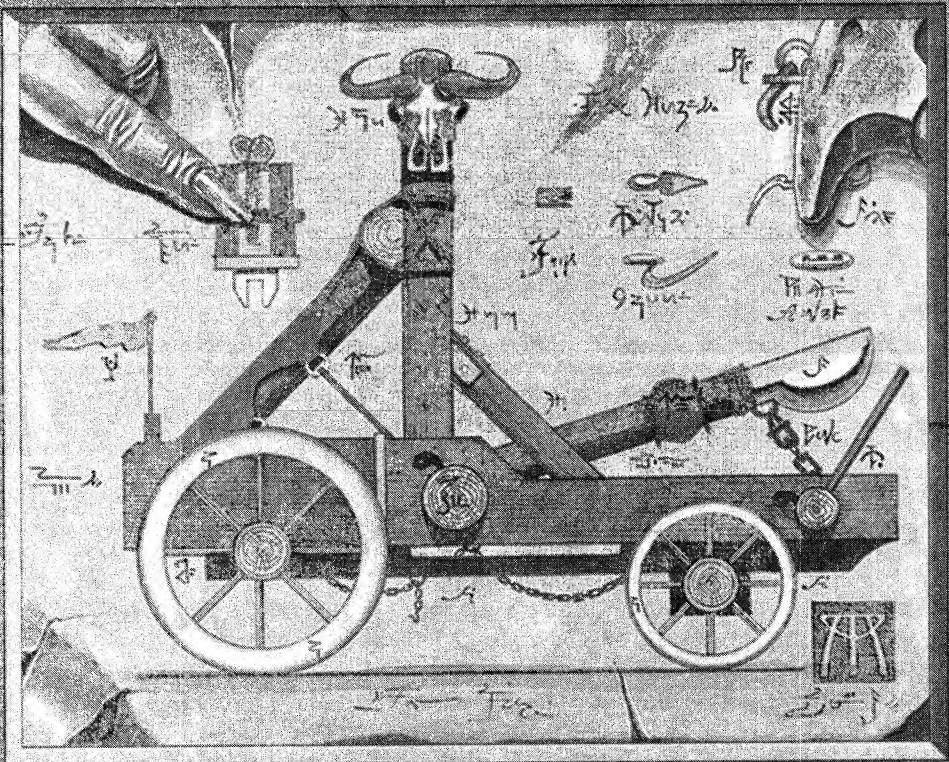


That seemed the end of it until only a few months ago. During a conclave called over some trivial dispute, the current Guild Lords—Alsadim K'mer, Starcryst, Lichlord, Kzzy'n, and the Great Druid—rose up suddenly as one and struck down the Guardian. What became clear too late was that, thwarted by the Guardian, Arzakon had devised more subtle means of invading Shandalar. Over the course of years, it had found a way to seep part of its spirit through the barrier and had contacted each of the Guild Lords in the wizard's castle. Arzakon pretended to be a willing advisor, and it slowly manipulated the Lords, nurturing their resentment of the Guardian's power and immortality. Playing on their jealousies, it eventually convinced them to revolt.

Before the wizards could begin squabbling among themselves, Arzakon laid a task and a challenge before them. It convinced them that to dominate Shandalar, one wizard must cast the Spell of Dominion. This spell, the planeswalker claims, grants its caster immortality and total dominion over a single plane. Now, the Guild Lords' minions scour Shandalar in a mad race, searching for any powerful magical resource and taking it by force. Arzakon has promised that when any one of the five gathers sufficient energy, he shall grant that wizard the secret of Dominion.

Somewhere in the countryside, an elderly oneiromancer—a woman touched by the surviving but almost helpless spirit of the Guardian—has divined the real truth. Arzakon's intention is to conquer Shandalar himself. The Spell of Dominion will do nothing more than seek out the source of the Great Barrier—the artifact in which Lim-Dûl's spirit is shackled—and destroy it. The barrier will shatter, and Arzakon will swoop in triumphantly. Shandalar will fall into a dark age the like of which has never been seen.

The first person the elderly woman was able to convince of the truth of her sight was a wandering amateur spellcaster. Through her, the Guardian spoke briefly to this novice. Now, that lone figure is all that stands between Shandalar and its doom.



2. Requirements and Installation

You've got the box open, the CD-ROM in your sweaty palm, and a manic gleam in your eyes. What do you do now?

The Technical Stuff

For *Magic: The Gathering* to work, there are a few things your computer *must* have.

- ✱ The processor has to be a 486 or better. Basically, any computer with "486" or "Pentium" in its name should do just fine. If you're using a 486, the system speed should be at least 100 MHz (megahertz). For best performance, we recommend a 120 MHz Pentium or better.

And here's news if you have a fast computer: due to the AI's technique of evaluating its options, the faster your computer, the better the computer opponent plays! So for the most challenging Magic game, play on the fastest computer you can find.

- ✱ You must have at least 16 Mb (megabytes) of RAM (working memory) installed.
- ✱ You must have a CD-ROM drive. We strongly recommend a quad speed or faster drive.
- ✱ You must have Windows 95 installed and running on your computer. Almost all 486 and Pentium computers include this in the standard software package.
- ✱ Since the installation program will copy parts of *Magic: The Gathering* onto your hard disk, you must have at least 90 Mb of empty storage space on your hard drive. (Don't confuse these Mb with RAM Mb. These are *storage* space; the others are *working* memory.) To find out whether you have enough space, double-click on the **My Computer** icon on the Windows 95 desktop. Change the **View** setting to **Details**, and the amount of empty space on your hard drive (usually drive 'C') is listed under **Free Space**.
- ✱ Your computer must be capable of 256 color VGA quality graphics or better (SVGA is better) and a resolution of at least 800 x 600. For best play, we recommend 1024 x 768 resolution in High Color or True Color mode (at least 16 bit color).
- ✱ There must be a working mouse (or a device that fulfills the same function) attached to the computer. The mouse driver must be compatible with Windows 95.

If you think you have all of these, but still have a problem running the game, please contact MicroProse Customer Support for assistance.



Installing the Game

Before you can play *Magic: The Gathering*, the installation program must copy some files onto your hard disk. To have it do so, follow these instructions:

- * Turn on your computer. Windows 95 should load the Microsoft CD-ROM Extension when the computer starts up. (If you have problems installing, this extension may not be loaded. Check your computer manuals for instructions on getting it loaded.)
- * Open the CD-ROM drive, place the *Magic: The Gathering* CD in there, and close the drive.
- * *Magic: The Gathering* is a Windows 95 “AutoPlay” CD-ROM. That means that just putting the disk in the drive for the first time starts up the installation program.
- * After a brief animation, you’re left looking at the **Main** menu.
- * Click on **Install** to continue.
- * As is usual in Windows 95 installation procedures, there are two decisions you need to make before the installation process can begin.
- * The first is what sort of installation you want to do. Pick one of the options presented:

TYPICAL installs the required program files and the tutorial (not including the video files).

COMPACT installs only the required program files.

CUSTOM gives you control of what gets installed. How much disk space this takes up depends on what you select. (We *strongly* recommend that you install the program files.)

Important Note: With the advent of larger hard disks, a peculiar problem has arisen. Different sizes of hard disks have different sized “clusters” (the smallest unit of file space that the drive can read and write). Without getting into too much technical detail, the result is this: The larger your hard disk, the more space each file takes up. To prevent misunderstandings, we’ve charted the necessary free space (to the nearest 5 megabytes) vs. hard disk size for each of the *Magic: The Gathering* Installation options.





DISK SIZE	0-128 Mb	256-512 Mb	512 Mb-1 Gb	1-2 Gb	2-4 Gb	4 Gb +
TYPICAL	100	105	110	115	125	145
COMPACT	87	90	95	100	110	135

- * The second decision is to what directory you want to install the game. You can accept the default, type in a directory path, or use the **Browse** button to seek out a directory. Click **OK** when you're done.
- * *Magic: The Gathering* will now copy the files you selected to your hard drive from the CD-ROM.
- * After the game itself has been copied over, *Magic: The Gathering* installs a few necessary utility programs. These include Microsoft's DirectX drivers and the Indeo video drivers. The space these take up is included in the total noted above.
- * When the installation program is done, you are returned to the **Main** menu.

Once the installation is complete, the game is ready to play.

To start playing the game immediately:

- * Leave the *Magic: The Gathering* CD-ROM in the drive.
- * Click on **Shandalar** to begin your travels there,

or

click on **Duel** to simply fight magical duels against the creatures of Shandalar,

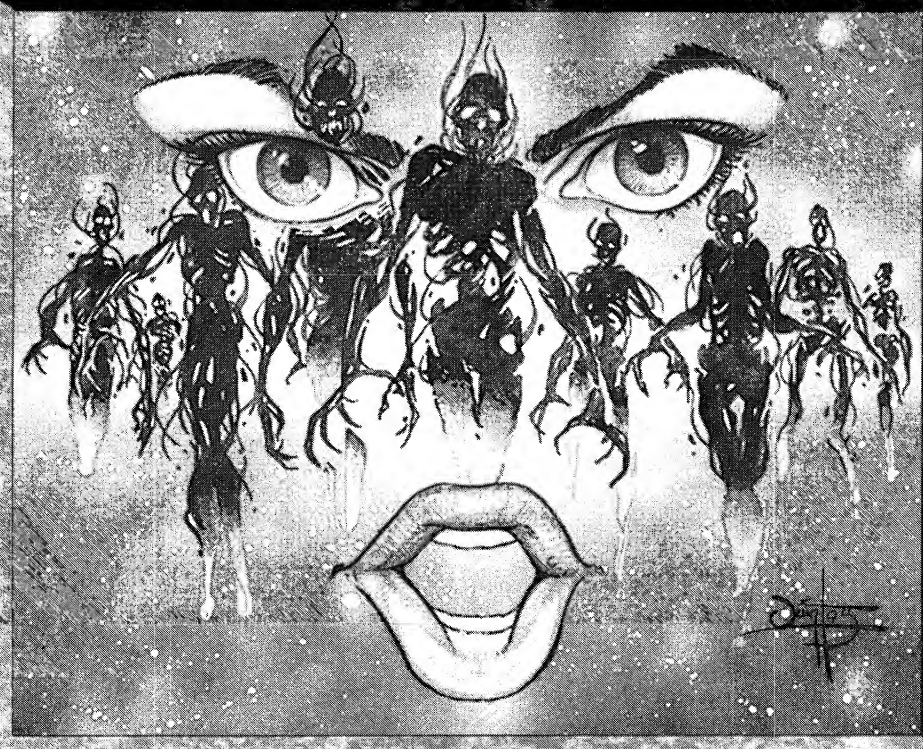
or

click on **Deck Builder** to create custom *Magic* decks.

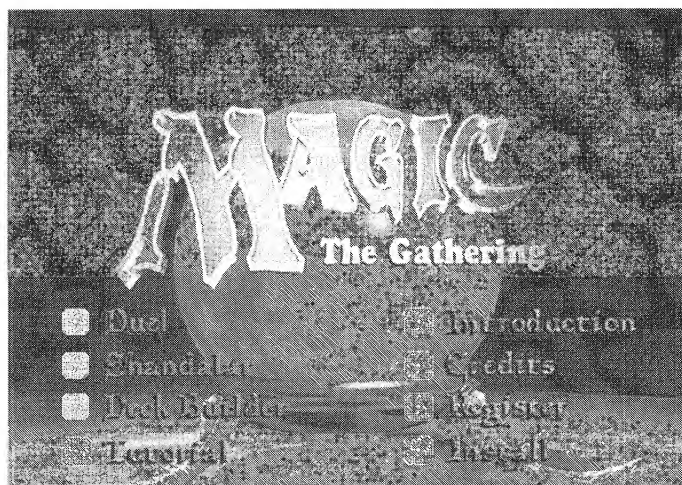
To play later:

- * Make sure that the *Magic: The Gathering* CD-ROM is in its drive.
- * Open the Windows 95 **Start** menu, then open the *Magic: The Gathering* sub-menu.
- * Click the *Magic: The Gathering* option.

Have fun!



3. Expeditious Commencement

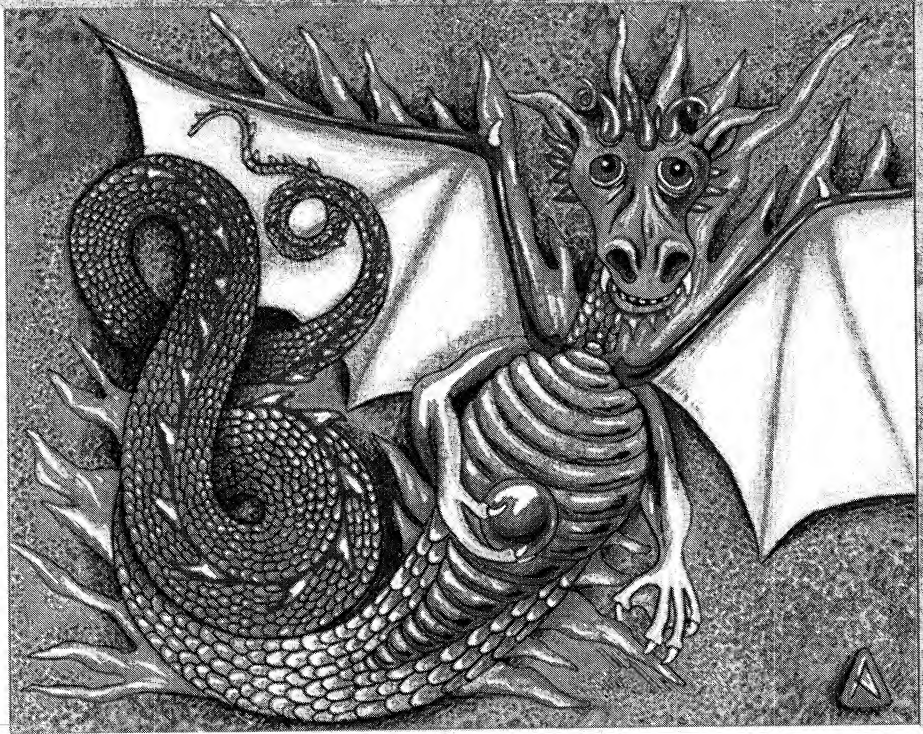


This little section is for people who just want to save Shandalar, and they want to do it *now*! No problem—enthusiasm is a good sign in a potential hero.

After you've installed *Magic: The Gathering* and launched it:

- * Select **Shandalar** from the **Main** menu.
- * Choose **Start New Game** from the **Game** menu.
- * Click on the difficulty level you think you can handle. The easiest is **Apprentice**, the toughest is **Wizard**.
- * Select your favorite color of magic; your starting deck will lean more or less heavily (depending on the difficulty level you chose) toward that color.
- * Pick a face to present to your opponents.

Now save Shandalar.



4. help for the Magic Impaired

For those of you who are getting your first *Magic: The Gathering* experience through this game, welcome! We've built in a few systems to help guide you through the basics.

Two Tutors



For those of you who would rather not read this whole manual before playing, there's a way to wade into *Magic: The Gathering*. This game comes with a multimedia tutorial. Two helpful magicians guide you through the basics of dueling, offering advice and suggestions along the way.

Using the tutorial is a snap. Once you've installed *Magic: The Gathering* and launched it, select **Tutorial** from the **Main** menu.

The lesson titles should guide you toward the answers to your questions. To view one, just click on the title itself, then watch, listen, and

learn. If you're a complete novice, your best strategy might be to simply go through all the lessons, in order.

To leave the tutorial and return to the **Main** menu, choose **Exit** from the **Tutorial** menu.

Dueling Help

Even after you've watched all the tutorial lessons and read the entire manual several times, you might still have some questions about aspects of dueling. Or a question about a card might arise in the middle of a tense duel, when it would be inconvenient to look it up. That's what the **Dueling Help** window is all about.

Any time during a duel, you can right-click on any part of the **Dueling Table**—a specific *Magic* card, for example—to open a mini-menu of options. (What's a *Dueling Table*? That's explained later, under *Dueling in Shandalar*.) One of the options is **Help**. If you select this, you get information about whatever you clicked on, plus links to more details and other topics.

The **Dueling Help** window functions exactly like any other Windows Help system. When you leave, you return to the duel in progress.

The Card Game

Last, but certainly not least, you could learn by playing the card game on which dueling in Shandalar is based. The rules are the same.



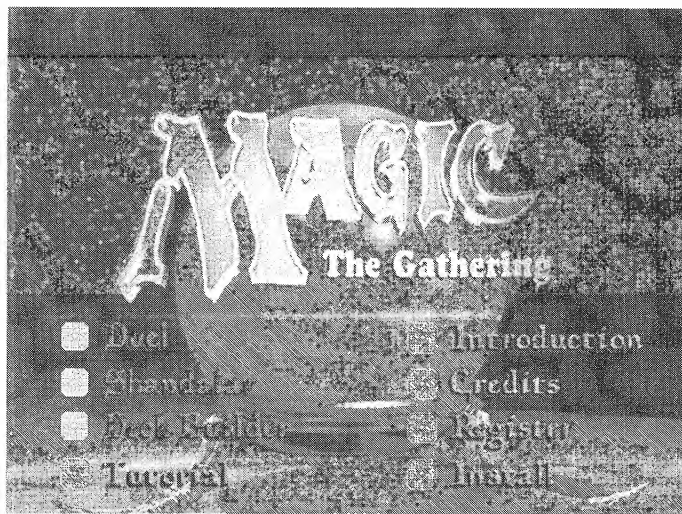
5. First Things First

Okay, you've installed *Magic: The Gathering* and watched the introductory animation. Now, the five major wizards are gathering strength to cast Arzakon's Spell of Dominion, and you're sitting there looking at a menu. What's next?

Throughout this manual, we stick to the standard terms for using the mouse:

- * 'Click' means to click the left mouse button (LMB).
- * 'Right-click' means to click the right mouse button (RMB).
- * 'Drag' means to hold down the LMB while you move the mouse.
- * 'Right-drag' should be obvious enough.
- * 'Double-click' means to click the LMB twice rapidly.

The Main Menu



The Main menu

Actually, the wizards and Arzakon haven't begun yet, because there's much more to this game than just saving Shandalar. New *Magic* players might want a chance to learn dueling and deck construction before they begin. Experienced players might want to postpone the Shandalar experience and just test their favorite decks against the creatures in Shandalar. At the **Main** menu, we've got it all covered.

Move the mouse pointer over an option (until it's highlighted), then click to select it. If you decide to leave the game at this point, simply close the **Main** menu (click the **Close** button in the upper right corner of the window).

DUEL fires up the **Duel**. This separate part of *Magic: The Gathering* lets you pit yourself against any or all of the creatures you might encounter in Shandalar—including Arzakon itself. You can use decks you have designed (using the **Deck Builder**) or any of the creatures' decks.

SHANDALAR is the first step in your path to the plane of Shandalar. You must pass through a few more menus (and make more decisions) to reach your destination. Once you are there, the conflict begins in earnest.

DECK BUILDER activates the **Deck Builder**. You can use this independent program to create and save decks of your own design using every *Magic* card available in the game. You can then use these decks in the **Duel**. You cannot, however, take a custom designed deck with you into Shandalar—yet.

INTRODUCTION runs the introductory animation for the **Shandalar** game. If you find out in the middle that you need to interrupt the animation, press **[Esc]** to cut it off.

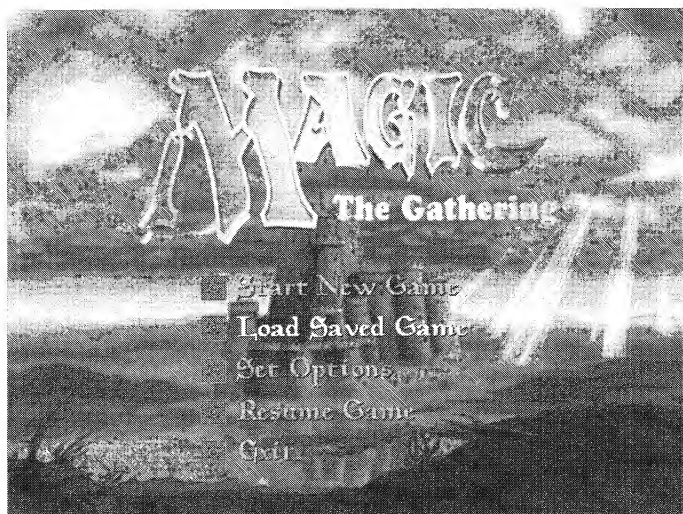
TUTORIAL provides a video introduction to dueling, with advice and suggestions. The next thing you see is the **Tutorial** menu.

INSTALL allows you to install *Magic: The Gathering* to your hard disk. If you must erase the game from your drive, please use the **Add and Remove Programs** utility on the Windows **Control Panel** rather than simply deleting all the *Magic: The Gathering* files and directories. Otherwise, you might have problems when you try to re-install the game later.

REGISTER leads you through the process of registering your copy of the game via electronic mail. Registered players are among the first to be notified about forthcoming updates to the game, sequels, and other new products.

CREDITS displays the list of people who worked on this game.

The Road to Shandalar



Once you select **Shandalar** from the **Main** menu, the path to the defense of this little plane is a short one. The **Game** menu comes next. Move the mouse pointer over an option (until it's highlighted), then click to select it. The options on this one are:

START NEW GAME begins your travels in Shandalar anew.

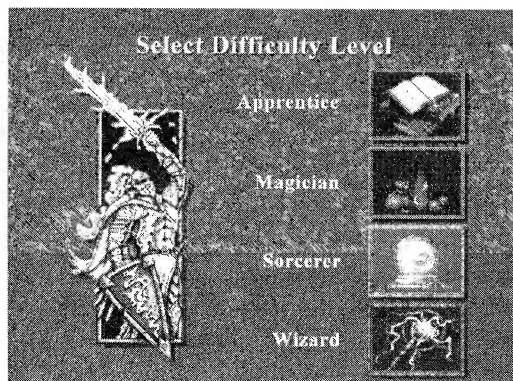
LOAD SAVED GAME loads a game that you saved previously.

RESUME GAME *Magic: The Gathering* saves your game for you every once in a while. This option loads that automatically saved game. Note that this save is not always completely up to date; the last few things you did might not have been saved.

EXIT closes the game and return to Windows.

If you're starting a new game, you need only make two more decisions to begin your efforts to save the plane.

SKILL LEVEL



First, you can decide how difficult it will be to defeat the forces attempting to undermine and conquer Shandalar. Move the mouse pointer over an option (until it's highlighted), then click to select it. Here's how it works:

APPRENTICE: If you're unsure of your dueling abilities, this might be the level for you. Your opponents will sometimes make mistakes, and Arzakon's wizards aren't particularly aggressive in their efforts. Good cards are not hard to find.

MAGICIAN: The second skill level is tougher than the first, but still fairly mild. If you're a beginner who's tried Apprentice and found it too easy, try this.

SORCERER: Experienced duelists should find this level challenging. Novices should find another level to play.

WIZARD: This is the toughest level there is. The major wizards are aggressive and powerful cards are hard to find. Don't expect your dueling opponents to make mistakes.

Which skill level you select will also have an effect on the composition of your starting deck. At the tougher levels, your deck is more diverse and less useful at the beginning of your travels. Deck construction, then, becomes an even more vital part of your strategy.

YOUR FAVORITE COLOR



Next, you choose the color of magic around which you'd like to focus your initial deck. Move the mouse pointer over an option (until it's highlighted), then click to select it. There are five possible colors, each with its own unique character:



WHITE magic draws its vitality from the untouched, open plains. Though white magicians focus on spells of healing and protection, they also devote plenty of time to the chivalrous arts of war. White's traditional foils are black and red.



BLUE magic flows from the islands and thrives on mental energy. Other wizards fear the blue magicians' ability with artifice and illusion, as well as their mastery of the elemental forces of air and water. Blue's traditional foils are red and green.



BLACK magic's power comes from the swamps and bogs; it thrives on death and decay. Many wizards shun black magic's self-destructive nature even as they long for its ruthlessness. Black's traditional foils are green and white.



RED magic feeds on the vast energy boiling deep in the heart of the mountains. Masters of earth and fire, red magicians specialize in the violence of chaos and combat. Red's traditional foils are blue and white.



GREEN magic gets its life from the lush fecundity of the forest. Like nature itself, green magic can bring both soothing serenity and thunderous destruction. Green's traditional foils are blue and black.

When the game begins, your deck always has some cards of this color in it, plus enough land of the correct type to use those cards. (If none of this makes sense to you, skip forward and read *If You've Never Played Magic Before...*) If you're playing at one of the two lowest skill levels, your initial deck will be made up almost entirely of cards of the color you choose. However, at the higher difficulty levels, the deck generator will make less effort to put cards of that color into your deck.

Keep in mind that, regardless of skill level, your starting deck is still put together somewhat randomly. The cards in it might not work well together, and you could have little or no chance of actually winning a duel using them. That's one of the primary strategies in Shandalar—collecting the cards you really want and disposing of the rest.

YOUR FACE

Last, but not least, you choose the face you wear during your time in Shandalar. Click on the visage you prefer, and the game begins in earnest.

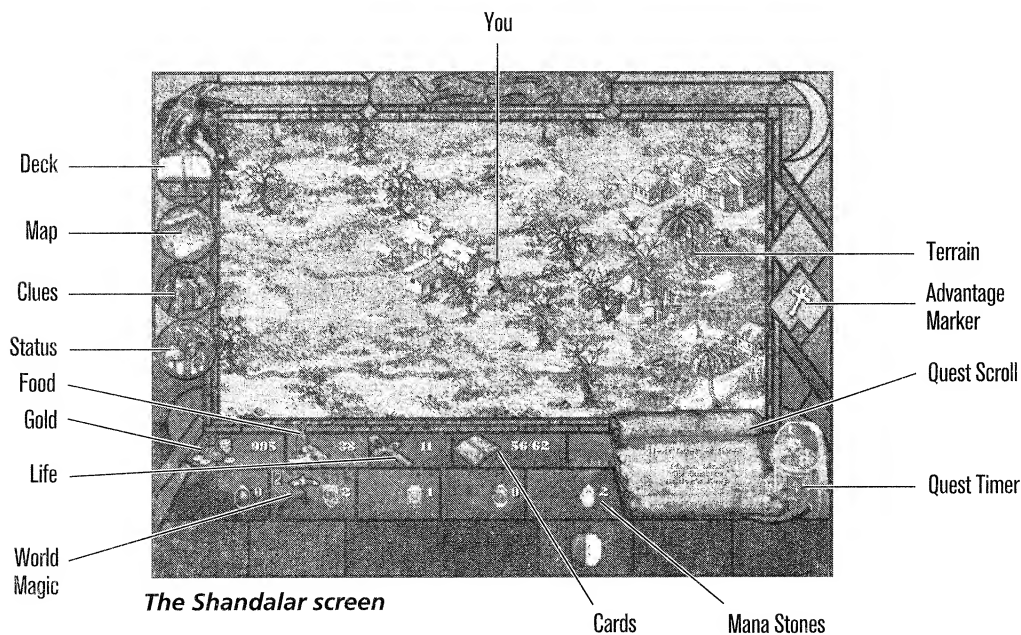


6. Getting Around in Shandalar

Now that you've successfully navigated the sequence of tough choices that lead you into the world of Shandalar, you're ready to hit the roads. This section introduces and explains all of the important elements of the game *except* dueling. Magical dueling is a complicated enough topic to warrant its own, separate discussion.

Your Travels Begin

When your game starts, you'll see what we call the **Shandalar** screen. This is where you spend most of your time when you're not dueling nasty creatures or agonizing over tough decisions with your collection of cards. The setup is fairly simple, but a few things need explanation.



Don't worry if some of the concepts aren't familiar; everything mentioned here is explained soon—at least before the end of this section.

THE BIG WINDOW

The big window in the center is your view of Shandalar. Your character is right in the middle. In fact, you're always in the middle, since the window moves to follow you. Everything else that might appear in this scrolling view is explained later, under *Terrain*, *Places*, and *Creatures*.

STATUS BOXES

Directly under the big window is a row of four small boxes. The functions of these are noted by the illustrations next to each. One keeps track of the amount of gold you're carrying, one notes how much food you have, and one tells you how much life you are taking into your next duel. The last is less obvious; this one has two numbers separated by a slash. The first listing is the number of cards in your deck—the cards you would use if you entered a duel right now. The second listing is the total number of cards in your collection, including those in your deck and those not in your deck. (You might not know what the difference is yet, but you will shortly.)

QNI—QUEST NAVIGATION INSTRUMENTS

Next to the status boxes, at the lower right-hand corner of the big window, is a space for two instruments that keep track of your current quest. The **Quest Timer** notes how much time you have left to complete your current quest; you never have more than five days. The **Quest Scroll** reminds you just exactly what it is you're supposed to do and for whom you're supposed to do it.

The **Quest Scroll** also notes other important game information for you. It's quite handy.

A FEW BUTTONS

The illustrations to the left of the big window may not look like buttons, but they are. When you move the mouse cursor over one, it becomes highlighted.



Just a reminder of the standard terms for using the mouse:

- * 'Click' means to click the left mouse button (LMB).
- * 'Right-click' means to click the right mouse button (RMB).
- * 'Drag' means to hold down the LMB while you move the mouse.
- * 'Right-drag' should be obvious enough.
- * 'Double-click' means to click the LMB twice rapidly.

There are only five of these buttons, and (oddly enough) each one has a different function.

- * **Deck** is at the top; click on this button to bring up the **Deck** screen. Here, you can see what cards you have in your collection and which of those are in your deck. If you have the right World Magic, you can also edit your deck. (The details on the **Deck** screen's various uses are covered a bit later.)

- ✱ **Map** is next; this one unrolls your magical map of Shandalar. Naturally, your map includes only the places you've already explored. (Again, we cover the details a little later, in *Your Magical Map*.)
- ✱ **Clues** is extremely handy. Click this one to see all of the information you've gathered about the local dungeons and the major wizards' castles. Every secret location you know about has a listing. The listings cover most of what you know in shorthand, but for the full recap of what you've found out about a location, click on that listing.
- ✱ **Status** is a way to check on your progress. When you click this button, the **Status** display appears. Briefly, you get the lowdown on your history and progress as a duelist. Buttons on this screen let you see the strength of all five of the major wizards, their progress toward the spell of Dominion, a record of the duels you've won, and your journal.

VANTAGES (AD- AND DISAD-)

Sometimes after you fight a duel, the creature you fought isn't satisfied to just go away. Good losers might give you an advantage in your next duel, and sore losers might curse you with a disadvantage. Whichever is the case, the result is noted to the right of the big window. Some possibilities are extra life, less life, or a guarantee that you'll go first. Also, speaking with the Wise Man in a village or city might gain you an advantage. You never have more than two of these at any one time.

MANA STONES

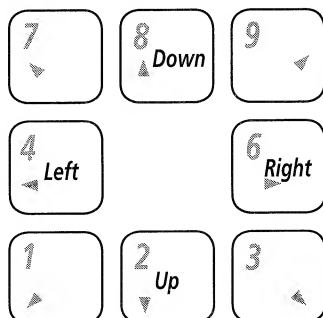
Beneath the four status boxes are all your mana stones. Mana stones come in five colors, like magic in Shandalar. It's a good thing to have loads and loads of these. For more about mana stones, keep reading until you get through the section called (surprise!) *Mana Stones*.

WORLD MAGICS

Near your mana stones and at the bottom of the screen are where your **World Magic** icons are kept. Every wizard starts the game in possession of one World Magic. As the game goes on, you might gather up more of these. (At most, you can have 12.) Each World Magic enchants you with a special ability. For more on this, read about the keyboard controls (next) and *World Magics* (at the end of this section).

The Keyboard Controls

Moving around in Shandalar is pretty simple. You use the keys on the numeric keyboard to send your character in the direction you choose.



Movement controls

SAVING AND QUITTING

To save your game at any time, press **[Shift] [S]**. Click on any of the save spots to place your game into it. (If you accidentally click the wrong spot, press **[Esc]** to cancel your selection.) You must name your saved game; give it a name you'll remember later, so that you don't get different saved games confused with one another. Once the saving is done, you return to your game.

To leave Shandalar and return to Windows, press **[Esc]**, then select **Yes** from the menu that appears. If you hit **[Esc]** by mistake, choose **No** to return to your game.

FUNCTION KEYS

A few other keys are assigned to do various important things. This early in the book, you won't know what all of these are or how they work. Don't fret; they're all explained further on. Note that any time you use one of the function keys (**[F1]**, for example), the game pauses until you're done.

[F1] allows you to view (and edit if you have that ability) your deck of cards at the **Deck** screen. This is the same as clicking on the **Deck** button.

[F2] unrolls your magical map. This is the same as clicking on the **Map** button.

- [F3] opens the **City Info** screen. This is the same as clicking the **City Info** button on your map of Shandalar.
- [F4] calls up the information you've garnered regarding dungeons and castles. This is the same as clicking on the **Clues** button.
- [F5] brings up the **Status** display. This is the same as clicking on the **Status** button.

ACTIVATING WORLD MAGICS

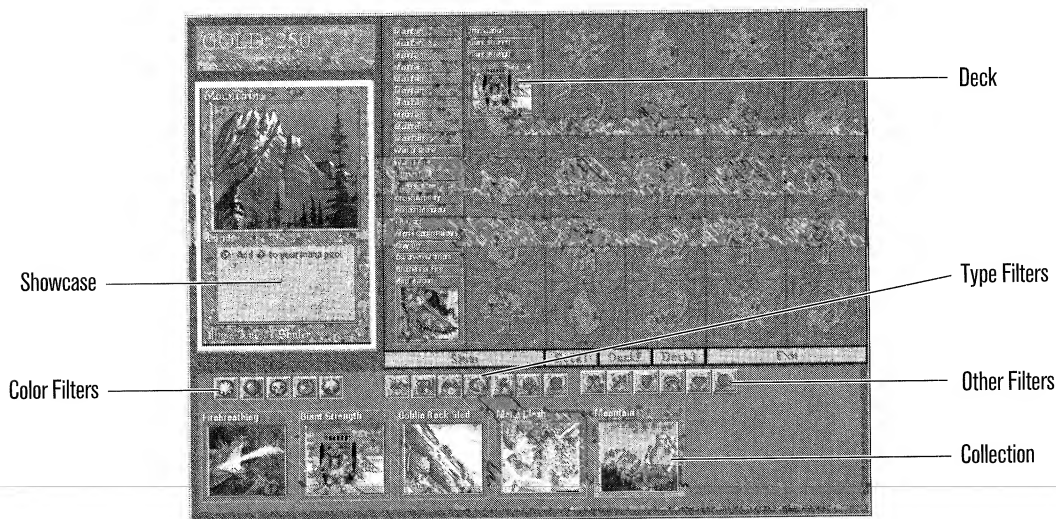
You can also use keyboard shortcuts to activate the special abilities of some of the World Magics you might have acquired (don't worry, what these are is explained a little later). Near some of these spells is a number, not part of the spell itself. Pressing that number key—along the top row of numbers on your keyboard, not on the numeric keypad (since you use that to move around)—instantly activates the corresponding spell.

- [1] activates the World Magic **Conjurer's Will**, if you have it. This lets you edit your deck anywhere.
- [2] activates the World Magic **Leap of Fate**, if you have it, teleporting you to a location somewhere in Shandalar.
- [3] activates the World Magic **Quickening**, if you have it. This accelerates you for a while.
- [4] activates the World Magic **Thunder Staff**, if you have it, destroying the nearest creature.
- [5] activates the World Magic **Sword of Resistance**, if you have it. This transports you instantly to the rescue of a besieged city (if there is one).



The Deck Screen

You begin each game with a number of cards. Every card represents a magic spell, a source of magical power (called *mana*), or an artifact imbued with magical properties. During your travels, you tend to collect more cards. All the magical cards you hold make up your *collection*. Most, if not all, of the cards in your collection are also part of your *deck*. This is the group of cards you use as ammunition when dueling hostile creatures. The **Deck** screen is your primary tool for manipulating your collection and your deck in preparation for dueling. (If this makes little or no sense, it will become clear after you finish *If You've Never Played Magic Before...* and *The Duel*.)



Off to the left—the giant card—is the **Showcase**. Whatever card the mouse cursor is hovering over is displayed here. Since no other part of this screen shows complete cards, you need this if you want to read the information on any of your cards. If the entire card text doesn't seem to fit in the **Showcase**, don't fret. If you right-click on the text area, then click on the **Show Full Card Text** toggle, you see the whole thing. (If the expanded text box gets annoying, you can toggle **Show Full Card Text** back off.)

The largest part of the **Deck** screen is the area in which your dueling deck is displayed. Your cards are represented by miniature versions of their artwork. Place the mouse cursor over any card to see it in detail in the **Showcase**. If you decide to remove a card from your deck, double-click on it or drag it from this area into the **Collection** area (which is described momentarily). You can also right-click anywhere in this area to open a mini-menu. There are normally only a few options on this.

CONSOLIDATE DUPLICATE CARDS toggles whether multiple copies of the same card are displayed separately or grouped together. If they're together, a tiny number on the single representative card notes how many of that card are actually in your deck.

SORT DECK rearranges the cards in order by color, putting like cards together. Lands are always at the beginning.

DONE closes the **Deck** screen and returns you to whatever display you got there from.

Along the bottom of the screen, in the **Collection** area, are the rest of your cards. This is where you can see what spells you own that are not in your deck. At the bottom of this area is a scroll bar you can use to move through your inventory, or you can type in the first four letters of the name of any card you want to see. Of course, you can only see those cards that you have. To move a card from your collection into your deck, double-click on it or simply drag it there with the mouse.


If you are in a village or a city, you're also able to sell your cards. In that situation, place the cursor over the card in question, then right-click. The mini-menu has one option—**Sell Card for (price)**. Click on this to sell that card for the listed price.

Between the **Collection** and **Deck** areas are the **Filter** buttons. These determine which of the available cards are visible in your collection. Every one of these buttons is a toggle switch; when the button is depressed, it is "on" and the cards that correspond to that filter are displayed. When the button is up, it's "off" and cards represented by that button are eliminated (temporarily, of course) from those shown. To depress or release one of these buttons, just click on it.

The filters are separated into three groups. The buttons with mana symbols are the *Color Filters*. These include the five colors of magic. When you click on any one of these filters, it toggles display of the corresponding color of card in your collection. Thus, for example, if the button for white was the only one down, only your white cards would appear.

The second group of buttons includes all of the *Type Filters*. These work the same way as the Color Filters, except that each of these represents one of the types of cards—creatures, instants, and so on. So if you had already depressed the white button, and now you turned off all but the *Interrupts* filter, the **Collection** area would contain only the white interrupts in your collection, and no other cards. There's one exception to this. The first two Type Filters—*Land* and *Artifacts*—control the display of the two major types of colorless cards. Unlike the others, these filters are not modified by whatever Color Filters are turned on.

The last group of buttons are the *Other Filters*. These are an assortment of filters that have proven to be useful:

- * *Casting Cost* allows you to focus the inventory according to the amount of mana it takes to get a card into play. (The casting cost filter treats mana cost as a simple number; thus, a cost of 3  example, is equivalent to 6 for the purposes of this filter.)

- ✱ *Power* gives you a method of viewing the creatures in your collection according to attack strength.
- ✱ *Toughness*, like *Power*, lets you work with only the creatures you want, based solely on their defensive damage-handling capability.
- ✱ *Ability* lets you filter for only those cards that have, can have, or can bestow particular special abilities. These include all the usual creature abilities, plus a few other interesting characteristics. The ability filters are not exclusive, so you can turn them on and off in any combination you wish.
- ✱ *Rarity* is important to a card collector, and it can also be significant when building decks. If you decide to work with cards based on the frequency with which they appear, this filter is for you.
- ✱ *Artist* is included because there are deck builders to whom aesthetics is a concern—and rightly so. If you wish to view and work with cards based on the artist, this filter allows you to do so.

For a more detailed discussion of the filter buttons, read *Filters Galore* in the *Building Your Deck* section.

Note that some of the **Filter** buttons might seem not to do anything. That's just a clue that you have no cards in your collection that match the combination of filters you've selected. The filters do not have any effect at all on the display of your dueling deck.

You can also right-click on some of the **Filter** buttons to open a menu of options. These represent sub-groups of that filter. For example, the *Artifacts* type filter includes two sub-filters, **All Creatures** and **All Non-Creatures**. These sub-filters allow you to further specify which cards you're really interested in seeing. (See the section on *Using the Deck Builder* for the detailed rundown on all of the right-click sub-filters.)

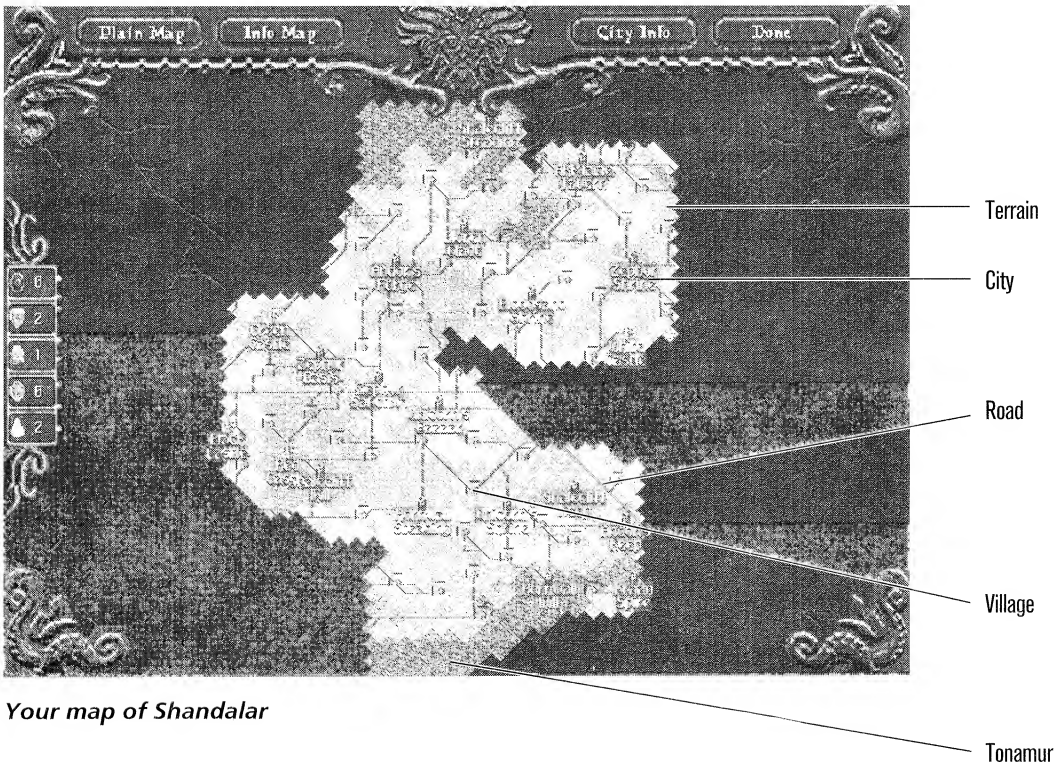
Near the bottom of the deck area are some other buttons:

- ✱ Clicking on the leftmost button gives you a rundown of quite a few useful statistics about the deck you're working with.

- ✱ The three buttons in the center give expert deck strategists a measure of variability. Using the cards in your collection, you can actually build *three* distinct decks for use in duels. Whichever one you select as your *active* deck is the one you see and work with on this screen, *and* it's the one you use in any duels you encounter. You use these buttons to switch between your three decks. Whichever deck is selected when you leave the **Deck** screen is your active deck.
- ✱ The rightmost button is the way out. When you're done here, click this button or use the **Done** option on the mini-menu to leave.

Your Magical Map

The longer you wander around the world of Shandalar, the more area you discover. Pretty soon, what you know of the world will be more than you can easily remember. That's when your spiffy magical map comes in handy.



Your map of Shandalar

Click on the **Map** button or press **F2** to sit down on a convenient rock and conjure up your map. You can do this any time you're in a village, visiting a city, or just walking around. Don't bother trying to see the map when you're involved in a duel; your attention should be on other things.

On the map, all of the land types are represented by miniature terrain. (Island areas are pale blue, to distinguish them from the deeper blue of Tonamur, the great ocean that surrounds Shandalar's main continent.) Remember that the border areas where two basic types of land shade into one another count as being of *both* of the bordering types—especially for the purposes of creature movement. Roads appear as slim lines. Along the left border, as a reminder, is your mana stone inventory.

At the top of the map are four buttons. The names and functions of the first two depend on which map view you're looking at:

MAIN MAP is the default when you first open the map. The locations and names of all the cities you know of are marked on this view. Any city a major wizard has conquered is named in that wizard's color. If a city is currently under attack by a wizard's minion, that city is specially highlighted. The other important info is the notation of your own mana links. (These affect the amount of life with which you begin every duel. See *Mana Links & Mana Taps* for the lowdown.) Any city with which you have a mana link is marked in white.

PLAIN MAP shows only the bare earth (and roads), which is useful when you're trying to find the nearest patch of a specific terrain. You might be tasked with defeating a Witch, for instance, and since Witches only run in swamps, you need to find the nearest swamp in order to find a Witch.

INFO MAP switches to a map listing the type of mana stone each city accepts in trade and what sort of cards that city offers. Some of this information is echoed on the **City Info** screen.

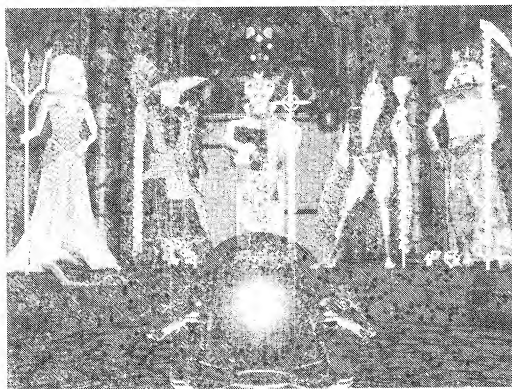
The third and fourth buttons never change:

CITY INFO opens the **City Info** screen. This lists every city you know of, the color of mana stone that city accepts in trade, and what type of cards that city offers for the stones. If you have a mana link with a city, that's noted, as well.

DONE closes the map, and you return to Shandalar.

To disperse the magical map and resume playing, simply press **[F2]** or **[Esc]**.

Are You Winning?



How are you doing?

Pressing **[F5]** or clicking the **Status** button, then clicking on the **Wizard Statistics** button lets you see the Guild Lords. This is where you find out how well you're doing as Shandalar's temporary guardian and potential savior. This display also appears of its own accord after many of the duels you fight.

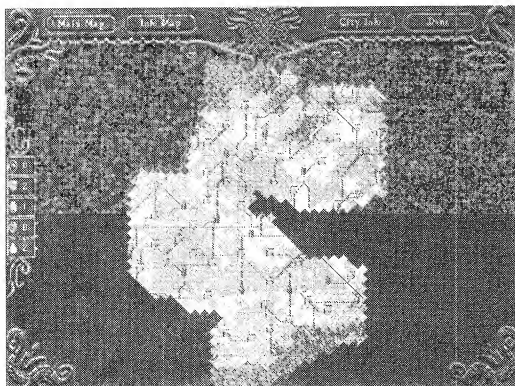
In the foreground is a scrying crystal. In it, the outcome of the duel you've just completed is replayed. If you called up this screen yourself, the crystal is empty. The replay, if there is one, is for the benefit of a small audience of wizards.

The five major wizards of Shandalar are grouped around the scrying device. You can tell a lot about how well you're doing by examining them. At the feet of each wizard is a pile of skulls. These represent the creatures belonging to that archmage which you have personally dispatched in duels. Each archmage also carries a Staff of Life, which notes the power left to that wizard. As the heap of defeated monsters grows, the life force of the wizard shrinks.

A mana tap is a powerful piece of magic. (Exactly what this is is explained later, in *Mana Links & Mana Taps*.) As with most strong spells, it has a physical manifestation. In this case, a tiny sphere swirls above the head of any archmage who has gained a mana tap. For every successful tap, a wizard gains another little cranial satellite. Beware the archmage who has more than three of these—it takes only a handful to cast the Spell of Dominion.

Press any key to leave this chilling place.

Terrain



Echoing the five basic land types used in the duel, Shandalar's main continent has five basic types of terrain (plus the great encircling ocean Tonamur, on which you cannot travel). Each has its own characteristics. The most important, perhaps, is that certain types of creatures inhabit each kind of terrain. For instance, you always encounter blue creatures in or near island terrain. You rarely, if ever, see blue creatures elsewhere or any other color of creature in the islands.

Villages and lairs (described below) have similar leanings. For example, a town built on forest turf deals almost exclusively in green magic. That's what's available there, and that's what the market demands. Colorless magic is available pretty much everywhere, though in limited quantities (if you don't understand that statement, you will after reading *If You've Never Played Magic Before...*).

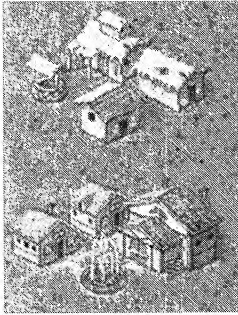
- ✱ **Plains** are the stronghold of white mana and magic. You're able to move easily across these flat expanses, but so are the creatures that inhabit them.
- ✱ Green mana and magic lair in **Forests**. Making your way through a forest is slower than striding across an open plain, but not too much so. Denizens of the wood, of course, are not slowed by the undergrowth.
- ✱ **Swamps** bubble and slither with black mana and magic. Unless you have a special ability that helps you, slogging through swamps is slow business—for you, but not for the creatures that live there.
- ✱ The **Islands** near the coasts provide blue mana for blue magic. Splashing through these lowlands goes faster than you might think, but still not quite as swiftly as roaming the plains. The creatures here are really good swimmers.
- ✱ The pent-up power of the **Mountains** supplies red mana for red magic. Safe climbing is always a slow way of traveling. If you haven't got a magical way of ignoring the heights, the mountain creatures have an appreciable speed advantage.
- ✱ **Roads** speed your passage through any type of terrain.

The border area between any two types of terrain has characteristics of both. Villages near these boundaries are good places to find more than one color of magic. Take care when skirting a border; sometimes, creatures can move a short way out of their natural territory—and there *are* multicolored creatures out there.

Places

As you roam the countryside, you can't help but notice the various structures dotting the landscape. What are all these places? Are they safe to enter? Well, some are and some aren't. To enter a place, just walk right into the center of it.

VILLAGES



Your average resident of Shandalar isn't out risking his deck looking for duels like you are. Most of them stay home in a village and just try to survive. For your purposes, villages are great places to buy and sell cards, stock up on food, and maybe find a profitable quest to go on.

Most villages offer five possibilities. To take advantage of one of them, just click on the graphic associated with it.

BUY CARDS takes you to the local magic mart, where you're presented with a selection of cards for sale. (Sometimes—especially if you've been there recently and bought them out—a village might have no cards to offer.) Prices and availability differ widely from village to village. Stay alert, and you could find some great bargains. If you want to buy one of the offered cards or just take a closer look at it, click on the card. If you decide to buy it, click on **Yes**. Otherwise, click on **No**. Any gold you spend is deducted from your supply immediately, and the card is put into your deck.

BEGIN A QUEST is your way of asking whether the townsfolk have any special task they want undertaken. A person of importance in the village—a representative of the village elders, a local wise man, or one especially adept in magic—proposes the quest and the reward, and you choose whether or not to accept the charge. The rewards for quests vary, but you should know that completing a quest is the *only* way to get a new mana link. Success in a quest is important for one other reason; if you return to a village and you've previously failed a quest for the folk in it, they won't trust you with another one. Turning down a quest doesn't prejudice them against you, though.

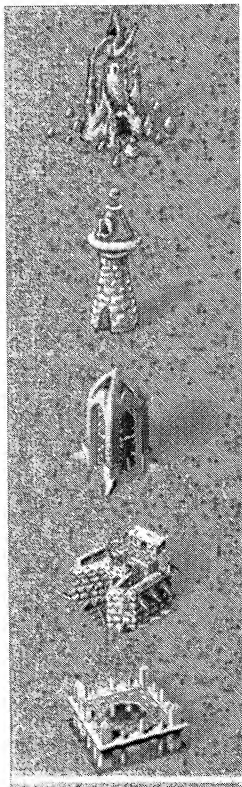
SPEAK TO WISE MAN appears if you're already on a quest. (You can't be on more than one at a time.) A friendly local advisor will offer some advice. Most of the time, they're not particularly helpful unless you're lost, but there are exceptions. Sometimes, you can gain an advantage in your next duel.

EDIT DECK/SELL CARDS allows you to look through your deck, reorganize it, analyze the statistics, and sell cards. This is the same as using the **Deck** button, except that you can always edit your deck here—and you can sell cards. (For all the details, flip back to *The Deck Screen*.)

BUY FOOD is exactly what it sounds like. The price of food in that village is listed right up front. As soon as you click on this option, you buy the food. There's no haggling and no chance for larceny.

LEAVE THE VILLAGE gets you out of town.

CITIES



Cities house the fortresses of Shandalar's minor wizards. These conjurers are not interested in pursuing the Spell of Dominion. They simply enjoy buying and selling magic and trading mana stones to enhance their collections. You know you're near a city when you hear the music playing in the main square.

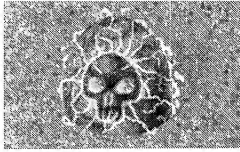
A city functions just like a village, but with one major difference; the occupants of a city rarely offer you quests. Rather, the resident wizard is willing to trade cards—sometimes rare and powerful cards—for your mana stones. Every minor wizard seems to have a favorite color of mana stone, and each tends to offer to trade only certain types or colors of spells.

If you choose to trade mana stones for cards, the **Selection** screen appears. Exactly how this screen works is described a little later. *After* you pick the card you want, the wizard tells you the price. Of course, if you think it's too high, you can refuse to pay it, in which case the deal is called off. If you accept, the card goes into your collection and the wizard snatches the agreed-upon mana stones before you can change your mind.

The five major wizards covet the magical power stored in these city fortresses. As time goes on, they will send powerful creatures to overpower the minor wizards and take control of their cities—turning them into Mana Domes. If any one succeeds in conquering enough cities, that wizard then becomes able to cast the Spell of Dominion.

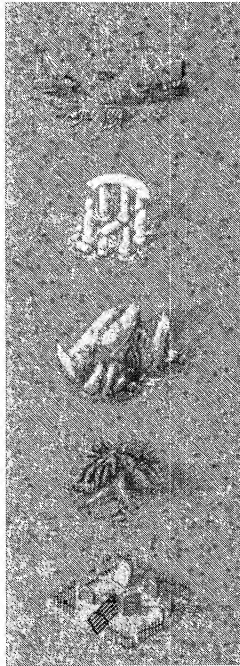
If you have a mana link with a city that is conquered, you lose the link and the one life it supplies. You can free a city by dueling and defeating the creature guarding the Mana Dome. That will (at least temporarily) prevent the major wizard from using the Spell of Dominion.

MANA DOMES



A city that has been conquered and bound by the magic of one of the major wizards becomes entombed in a Mana Dome. To free the city, you must defeat the creature set to guard the dome.

LAIRS

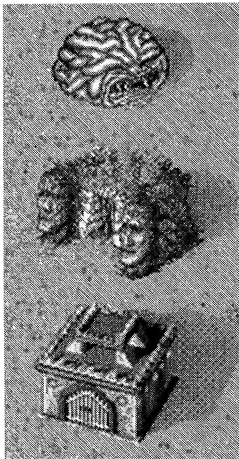


Scattered about the land are the lairs of unusual creatures. These lairs become visible whenever you approach closely enough. Since there are many different types, lairs can be hard to recognize. Just remember that anything that's not a village, dungeon, castle, or city is probably a lair. Walking into one of these is taking a risk, but one that could turn out well.

There are so many things that could happen when you enter a lair that it would be difficult to describe them all. Besides, discovery is half the fun. Just to give you an idea of the possibilities, you might gain or lose cards, gold, or food; you could find yourself dueling one or more mysterious creatures for a hoard of powerful cards; you might end up answering riddles to save your skin; you could encounter secret areas, tricks, and traps. Just remember that the most dangerous lairs always give you an opportunity to try to sneak out and escape—not a guarantee, just a *chance*.

Sometimes, you might be offered a choice of cards. When this happens, you enter the **Selection** screen, which (as you know by now) is described further on.

DUNGEONS



A dungeon is a secret place that you can't get to unless you know its location. Dungeons aren't even visible until you know where to look. How do you find out? Ask a creature you've defeated in a duel. They're great sources of information. Once you know where a dungeon is, don't be too hasty to explore it. There might be a great reward in there, but chances are there are also a few creatures guarding it.

You should make an effort to know what you're getting into before you enter a dungeon. The information is available, since creatures you defeat in duels would much rather spill the beans than lose their precious cards.

Before you go in, stock up on mana links (extra life). When you're exploring a dungeon, it is often the case that your loss of life (or gain!) from one duel will carry over to the next. The creatures are generally tough enough that each one will do some damage, and it could add up fast.

In addition to life losses carrying over, many dungeons will have some sort of protective enchantment in place. This magic will be in effect during all of your duels there—a card in play from the start. Naturally, it'll be some enchantment that gives the creatures of the dungeon an advantage over you. If you find out ahead of time what this enchantment is, you might be able to rearrange your deck to take advantage of it yourself. In addition, the dungeon creatures might start each duel with one or more other cards already in play.

If you find out the color of the creatures in the dungeon, build a deck that's strong against that particular color. All the creatures in your way will play decks heavy in that color. Use any foreknowledge you get to your advantage.

To review what you know about a particular dungeon, you can click on the **Clues** button, then on the listing for that dungeon.

Once you're actually inside a dungeon or castle, you use the keys on the numeric keypad to move around, just as you do in the outside world. The difference is that your movements are much more deliberate and careful. Pressing a movement key does not send you off continuously in one direction; you only take one cautious step.

The creatures lurking in your path are obvious enough, but there are a few other things you might encounter. They are:



Stepping on this gives you an instant advantage or disadvantage in your next duel.



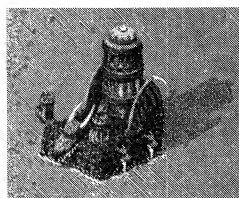
A riddle is an opportunity to pass without the hazard of a duel. Answer incorrectly, however, and the parchment is instantly replaced by a creature.



This is the treasure you've been searching and dueling for. In a castle, chances are good that it's personally defended by the wizard.



CASTLES



There are five castles; each of the major wizards has one. (You don't have a castle because you're not a major wizard—yet.) Don't go in until you're ready.

The advice that applies to dungeons applies even more so to the castles. Know what you're getting into before you challenge one of the big powers. There's inside information available, if you can find it.

Stock up on mana links (extra life). When you're storming a castle, you can assume that life losses will carry over from one duel to the next, as in dungeons. No intelligent wizard would face you before you've dueled your way through a few of his or her stronger minions, so you'll need the spare life.

Another way to help yourself is to weaken the castle's resident beforehand. If you've read about the **Status** display, you know that each of the great wizards has a life total, just like you (except that they have a *lot* more life). Every time one of them conjures up a creature and sends it out to duel you, there's a risk involved. If you defeat the creature, the wizard who created it loses life!

To review what you know about a particular castle, you can click on the **Clues** button, then on the listing for that castle.

Whenever circumstances allow you to choose from a large selection of cards (larger than that carried by the average village market), you end up at the **Selection** screen. This might happen after a duel, in a lair, or—most likely—when trading mana stones for cards in a city.



Rather than listing all the available cards in one giant (and ungainly) list, this screen makes use of filters similar to those on the **Deck** screen:

- * At the top left are the *Color Filters*. These include the five colors of magic, plus colorless. When you click on any one of these filters, it removes the names of all cards from the **List** that are not of that color. Thus, for example, if you click on **Blue**, only blue cards are listed. (Land and artifact cards do not have any color; they're colorless. That's why there's a separate "color" filter for them.)
- * On the right are the *Type Filters*. These work the same way as the Color Filters, except that each of these represents one of the types of spell—summon, instant, sorcery, and so on. If you've chosen the **Colorless** filter, the options in this box are slightly different: **Land** is plain enough; **Creature** lists artifact creatures; the other three list non-creature artifacts according to their rarity. So, for example, if you had already clicked on the **Blue** filter, and you now clicked on **Enchantments**, the **List** would contain only blue enchantments and no other cards.

The names of whatever cards match the filters you've selected appear in the **List**, below the Color Filters. If there are more names than fit here, the list continues on the other side, under the Type Filters. If you're choosing from a limited stock of cards, the list might be empty. That's just a clue that no cards of the color and type you picked are available. To select a card from this list, click on its name.

In the center, between the two parts of the **List**, is the **Showcase**. Whatever card you've selected from the list is displayed here. (If you haven't selected anything yet, the first card in the current list shows up.)

Your supply of gold and mana stones is shown at the bottom, as a reminder of what you have to offer.

Once you decide that the card you see in the **Showcase** is the one you want, click on it. What happens then depends on whether you're getting the card *gratis* or offering a trade for it. Regardless, you have a last chance to verify your choice (or change your mind).



Critters

In your travels, you can't help but notice that there are other moving things in your general vicinity. These are creatures, and they're *all* hostile. Each of the five major wizards has unleashed a horde of vicious magical minions. They accost anyone they meet, and usually they demand payment for the right to exist on the land their master claims to control. As always, there's a less-than-loyal minion or three out there. Once in a while, a cowardly creature might forego the challenge and try to bribe you to spare it.

There's one weakness you might be able to use against them; these creatures aren't comfortable venturing off their home turf. For example, the red creatures stick to the mountains, where they're powerful, and don't often confront you anywhere else. Watch out—there *are* creatures that use multiple colors of magic, and these don't hesitate to cross terrain boundaries.

Here's a little about the most common types you're bound to encounter.



Generally (but not always) these are the less powerful minions. Even early on, when your deck is weak, you might be able to defeat them.



Mounted creatures are more difficult opponents, but a little dueling experience and deck building will give you a chance against them.

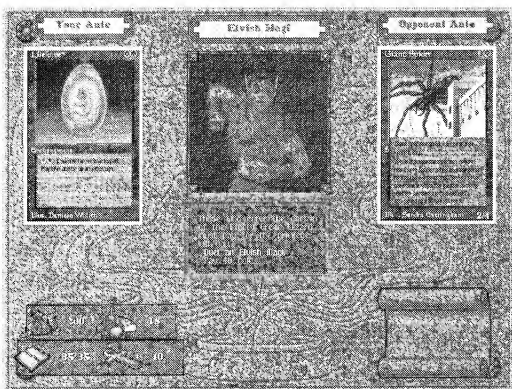


The obviously inhuman monsters can be pretty tough. You might want to avoid them until after you've honed your dueling skills.

Despite their antithetical natures, these creatures will never dispute with one another. Each wizard is confident of eventually mastering the Spell of Dominion, and has forbidden direct confrontations with the minions of other wizards until then.



CHALLENGE AND ANTE



What you normally see when a creature accosts you is a **Challenge** screen. Once you've met the thing, your options are pretty limited (you've already missed your chance to run away). In addition to any communication from the monster, there are also two cards pictured; one is your ante—the card you stand to lose in the confrontation. The other is the creature's ante—the card (or one of the cards) you stand to win.

If the creature doesn't think its master is watching, it might not want to duel. Creatures that recognize you as an unbeatable opponent might simply offer you a bribe of some sort to get rid of you.

DUEL IT

If you get challenged, the first and likely most interesting option is to accept and get into a magical duel. Most of the time, you'll immediately enter the duel and start fighting it out. (For the details, see every section after this one.) Sometimes, however, a creature that's much weaker than you will realize that it's thoroughly outmatched. In this case, it might surrender—or call for help from a tougher relative. If it calls for help, you won't have another chance to back out.

If you win the duel or the creature surrenders without a fight, you get a choice of rewards. Of course, you can always take the card or cards the creature put up as ante. However, most creatures offer you valuable information (in exchange for letting them keep their cards). Interrogating defeated creatures is the only way to find hidden dungeons. It's also the only way to find out what's waiting for you in the five castles. Early on, it's nice to get new cards, but the info comes in handy as you progress.

If you lose, you lose your ante, of course.

Lastly, some creatures are honorable and take defeat well. Those that do might give you an additional reward—food, gold, or an advantage in your *next* duel. You could also be granted a specific card or (rarely) a card of your choice, in which case you'll visit the **Selection** screen, described earlier.



There are sore losers, too. A less mature monster might curse you with a disadvantage that carries into your next duel. Whichever you get, there's nothing you can do to get rid of it.

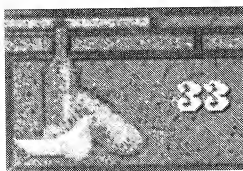
PAY IT OFF

If you have enough gold, some creatures will accept a bribe rather than demand that you duel. They announce their price brazenly. If you choose to pay, they disappear with your money (before you can change your mind).

ANSWER ITS RIDDLE

Some creatures give you the option of trying to answer a riddle. If you get it right, you escape unscathed (but you *don't* win the creatures' ante). If you're wrong, you lose your ante card. The riddles tend to be questions about *Magic* cards.

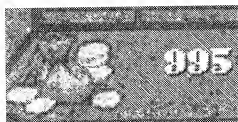
Food



Yes, even wizards need to eat. You can't live on magic or mana, though some have tried. As you travel, you slowly deplete your store of comestibles—noted in the food status box. You can stock up at any village or city. Grocers only accept gold as payment, so make sure you've got some (or a few cards you're willing to sell to get gold). Food prices vary, depending on the local market.

If you ever run out of food, you travel extremely slowly—crawling in near starvation, if you like—until you manage to find some more supplies.

Gold



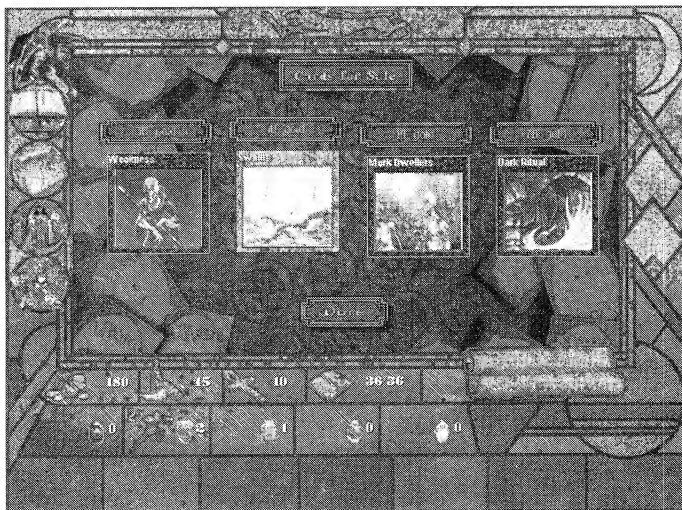
Maybe real wizards don't need money, but in Shandalar, you do. How much you have is listed in the gold status box. Without gold, you can't buy food or new cards in villages. It isn't really good for much else, unless you happen to get caught by a creature you'd really rather not duel—then your gold will come in handy as a bribe.

How do you get gold? There are several ways, but the most common and reliable one is to sell the cards you've found and won in duels at any convenient village. (If you've read about villages, then you already know how.) One caution: be careful to sell only those cards you no longer need or want; you can't just buy them back once they're sold. Also, keep in mind that prices vary from place to place.

There are lots of way to lose gold, too.

Cards, Cards, Cards

Other things might sometimes seem more important, but the cards that represent magic in Shandalar are the *raison d'être* for the whole game. Only with magical resources of your own can you hope to weaken and eventually defeat the five great wizards. The cards you collect are the most basic magical resource you have—and the most powerful.



You begin your travels with several cards in your collection. Press **F1** or click on the **Deck** button to see your *collection*. Most of these cards are part of the group of cards you use to duel creatures—your *deck*. For details on what the cards represent and how to use them in a duel, read the next two sections. (You should already know how the **Deck** screen works.) For now, we're just discussing what you can do with them outside of the duel.

The beginner's collection should be enough to get you through a duel or two. Very soon, though, you outgrow this limited supply and start thirsting for more. Then what? Well, one thing you'll notice right away about duels is that you either lose a card (if you are defeated) or win one or more cards (if you banish the creature). Winning cards is one of the ways you can supplement your collection and your deck.

Others are all around you. The economy of Shandalar includes a thriving business in magic spells—cards to you. Every village you enter allows you to sell off unwanted cards and buy new ones. The spells available in villages aren't going to be the most powerful or the rarest, but they're certainly easy to find and acquire. Even the most inexpensive spells can be deadly in the right deck. (For more on that, check out the section *Building Your Deck*, further on.)

The really awe-inspiring cards take some effort to find and get. Some lairs are the homes of great beasts that guard hoards of powerful spells. Naturally, you must defeat the monster to liberate the cards. Some lairs are unguarded, and you can simply walk away with a card! If you find out the location of a dungeon, you can expect there to be treasure in the form of cards inside that cold, moldy, dangerous maze.

For those who prefer to eschew frequent combat with nasty monsters, the cities of minor wizards are another good source of hard-to-find spells. These wizards prize mana stones, however, so you must bring something to trade for the cards you desire.

Mana Stones

If you've read about villages, then you know what quests are. One of the results of a successful quest is that you are awarded one or more magical mana stones. You also start off with a few, and sometimes you find them in lairs or win them in duels. Sure, they're pretty and all, but what *good* are they? Mana stones are two things: the sources of power that drive your World Magics and a medium of barter. Let's take them one at a time.

Some World Magics have abilities that you activate only when you want them—like the Thunder Staff, which destroys the nearest creature. Each of these World Magics has a cost, in mana stones, that you risk every time you use it. For instance, Thunder Staff might cost one red mana stone to use. (If you're lucky, it might not.) If you don't have the right number of the correct color of mana stones to power a World Magic, you can't use it.

The other use for mana stones you've already read a little about. The minor wizards who occupy the cities are often willing to trade hard-to-find cards for your mana stones. Every minor wizard specializes in a different color or type of cards and demands a particular color of mana stone. Save up; most of the best (and rarest) cards normally cost three or more mana stones apiece.



6. Getting Around in Shandalar

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As the five great wizards of Shandalar struggle for absolute control over the plane, and thus each other, they need to gather immense amounts of magical energy. Every one of them has as an eventual goal, the casting of the Spell of Dominion, which is why they need so much power. The cities of the minor wizards are the most potent reserves of magical energy that are, as yet, untapped by any of the major powers. Thus, all of the great wizards are attempting to conquer the cities.

If a major wizard binds a city, that wizard gains a single *Mana Tap* from it. This tap lasts as long as the wizard holds the Mana Dome over the city. Thus, if you free a bound city and place the minor wizard back in control of it, you will have eliminated the major wizard's mana tap there. It only takes a few mana taps for any one of the great wizards to be able to cast the Spell of Dominion, so stay alert.

Mana Links are similar, but less complete, conduits to the energy of the cities. You begin the game with a few links already in place. When one of the minor wizards is well disposed toward you (usually due to your success in a quest), you might be granted a mana link with that wizard's city. Every one of your mana links gives you one life for as long as it lasts. Unfortunately, if one of the great wizards deposes the city's wizard, your link is lost.

World Magics

World Magics are powerful magic you can use outside of the duel—and only outside. When you start, you have one in your possession. All your **World Magic** icons are kept at the bottom of the Shandalar screen. You can get new ones at various cities; the folk in villages often direct you to the right city. Of course, it costs quite a bit of gold to acquire the magic of a powerful World Magic. Once bought, a World Magic is yours until the end of the game.

Some World Magics—the Amulet of Swampwalk, for example, which speeds you up in swamps—have continuous effects that need no power supply. (These are like continuous effects in the duel, which we'll cover later.) Others have abilities that you activate only when you want them—like Thunder Staff, which destroys the nearest creature.

Every non-continuous World Magic has a cost, in mana stones, that you must pay every time you use it. (On the easier difficulty levels, there's a chance you won't have to pay this cost.) For example, Thunder Staff costs one red mana stone to use. If you don't have the right number of the correct color of mana stones to power a non-continuous World Magic, you can't use it.

To activate a non-continuous World Magic, you have two options. One is to click on the spell itself. The other method involves the keyboard. Right next to each non-continuous **World Magic** icon is a number. Pressing that number key—on the top row of numbers on your keyboard, not on the numeric keypad (since you use that to move around)—instantly activates the corresponding spell.



You can never have more than 12 World Magics at a time. The five non-continuous ones are available in every game. They are:



CONJURER'S WILL allows you to edit your deck (and collection) no matter where you happen to be. You don't have to find a village or city to stop in when you need to reconfigure your deck for an upcoming duel. Conjurer's Will does not, however, give you the power to sell cards out in the wilderness. (Who'd buy them, anyway—mana squirrels?) This spell uses one of your black mana stones.



QUICKENING lets you accelerate to twice your normal travel speed, at least for a short while. Keep in mind that you must use up one green mana stone to power this spell.



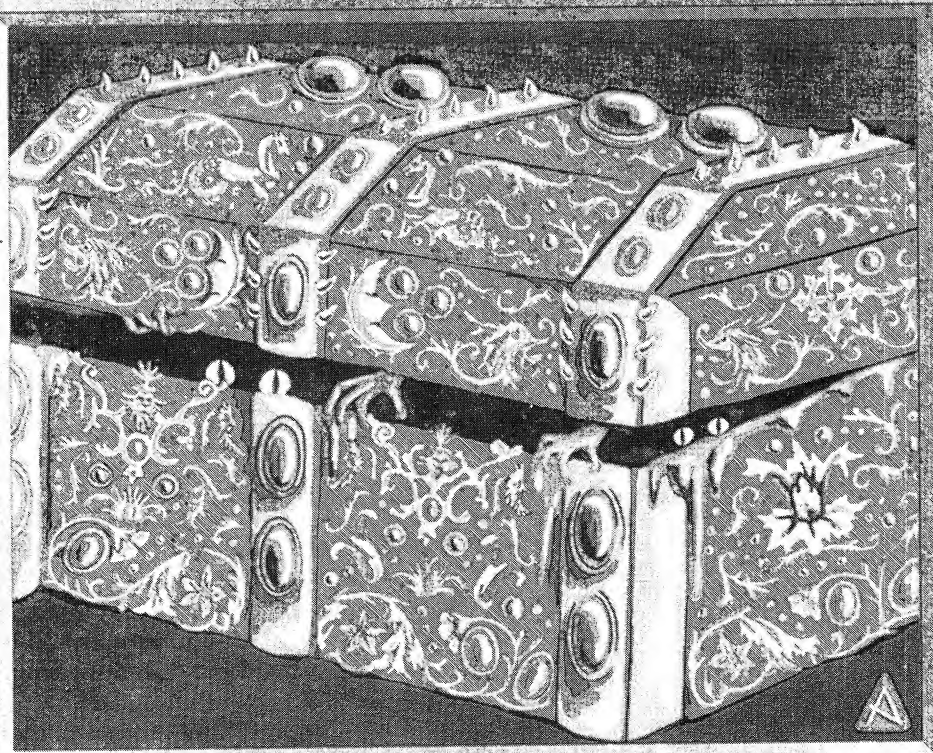
LEAP OF FATE teleports you to any place in Shandalar you select—not necessarily someplace you've explored. You use one blue mana stone to activate this magic.



THUNDER STAFF is quite useful for avoiding duels. It allows you to completely destroy the creature nearest you. You use up one red mana stone when you wield this awesome magic. (Note that destroying a creature in this way does not affect its master or complete a quest. You can do those things only through dueling.)



SWORD OF RESISTANCE allows you to protect a city besieged by one of the major wizards' minions. When a city is under attack, you can magically transport yourself to that city and confront the creature. In the process, you use up one of your white mana stones to power the spell.



7. If You've
Never Played
Magic Before ...

...you're exactly the person this chapter is meant for. Those who *have* played the *Magic: The Gathering* card game will feel comfortable entering a duel; they already understand what all the cards are about, what life totals and mana are, and all that. This is for the rest of us. (If you run into a term that's not explained fully, don't worry; everything is covered in the *Glossary*.)

First Things First

Whenever you run into one of the denizens of Shandalar, your foremost option is to duel the thing. That means entering a one-on-one contest of magical skill against it. Both of you are carrying a deck of cards around with you, and you'll use that deck to fight. The different cards in your deck represent the various creatures, spells, and artifacts you'll use against your opponent, and the lands from which you can draw the magical energy—mana—to summon those creatures or cast those spells and artifacts.

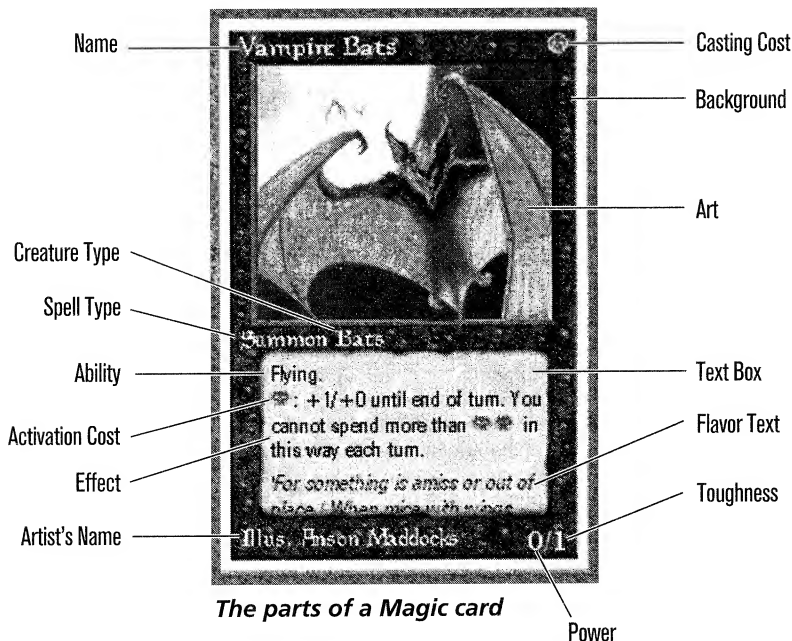
Players begin with a set amount of life—a life total. In the course of the duel, you will try to whittle your opponent down to 0 life while protecting yourself. The one who reaches 0 first loses the duel. (It's actually a little more complicated than that, and there are other ways to win, but we'll get to that later.) If you have the right cards and play well, you can even add to your life total during the duel. (This extra life won't carry over to the next duel, except under special circumstances).

You damage your opponent by casting spells, attacking with your creatures, or using the magical effects of other cards in play. When your opponent tries to damage *you*, you can defend yourself with spells, block or destroy your opponent's creatures, or even turn her own cards against her.

To play, each player needs a deck of cards. (If you own no cards, you lose every duel before it even starts.) You start the game with barely enough to squeak by, and you can build your deck (depending on the availability of cards) according to your personal tastes. That's described in *Building Your Deck*.

The Cards

There are two basic types of cards: spells and lands.



LANDS



A basic land

Lands are easy to spot; they say “Land” in between the picture and the text box. Lands are the most common kind of card, since they usually provide the mana, the magical energy, for all your spells. During a duel, you can lay out one land per turn, and you may use the land for mana as soon as it is in play.

To get mana from a land, you have to “tap” that land. Tapping a card means turning it sideways. This indicates to you and to your opponent that the card’s effects have been temporarily used up. Don’t worry; your cards will untap at the beginning of your next turn. The symbol (tap) on a card indicates that if you use that card to generate a particular effect, then you have to tap it. Whatever effect that card generates is listed right after the (tap) symbol.



THE COLORS OF MANA AND MAGIC

When you tap one of your lands, one mana is added to your mana pool. You can then use this mana to cast spells.

There are a few special types of land which don't give you mana. For example, Oasis is a land that you can tap to prevent damage to a creature, but it doesn't give you any mana. Always read the card if you're not sure; if a card can be tapped for mana, it will say so. If it doesn't say so, then it can't.

Remember the very first rule of **Magic**: if a card contradicts the rules, then the card takes precedence—the card is always right.

You get mana from a land *only* when you intentionally tap the land for mana. If some spell happens to tap one of your lands, that doesn't generate any mana. Also, the land can only produce mana at the time you tap it; if something forces the land to stay tapped, then the land can't generate any more mana.



Tapping a land for mana is considered a mana source, which cannot be interrupted. (We'll explain what that means later.)

There are five different types of basic land, each of which produces mana of a different color. Plains produce white mana; islands, blue; swamps, black; mountains, red; and forests, green.

Corresponding to the five types of basic land are the five different colors of spells, each of which has a particular character. There are also "colorless" and multicolored spells. We'll discuss spell color in greater detail later, but for now, here are the basics.



WHITE magic draws its vitality from the untouched, open plains. Though white magicians focus on spells of healing and protection, they also devote plenty of time to the chivalrous arts of war. White's traditional foils are black and red.



BLUE magic flows from the islands and thrives on mental energy. Other wizards fear the blue magicians' ability with artifice and illusion, as well as their mastery of the elemental forces of air and water. Blue's traditional foils are red and green.




BLACK magic's power comes from the swamps and bogs; it thrives on death and decay. Many wizards shun black magic's self-destructive nature even as they long for its ruthlessness. Black's traditional foils are green and white.



RED magic feeds on the vast energy boiling deep in the heart of the mountains. Masters of earth and fire, red magicians specialize in the violence of chaos and combat. Red's traditional foils are blue and white.



GREEN magic gets its life from the lush fecundity of the forest. Like nature itself, green magic can bring both soothing serenity and thunderous destruction. Green's traditional foils are blue and black.

Note that mana and land are not the same thing. Mana can come from other source besides land; Llanowar Elves, for example, is a creature that you can tap for  (one green mana). This is why the rules refer to "green mana," "blue mana," and so on, instead of "forest mana," "island mana," and such.



There are also "colorless" mana and "generic" mana, which aren't in the color chart because they don't count as colors.



COLORLESS Some mana sources specifically generate colorless mana. This mana has no color at all. It can only be used as generic mana.

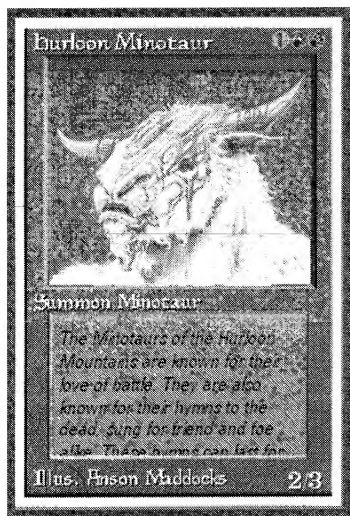


GENERIC means mana "of any color." For some spells, the color of the magic simply isn't important.

SPELLS

Now that you've identified the land cards, everything else is a spell. Notice that none of them actually say "spell" on them; that's because there are six different types of spells, and it's important to know which type you're casting. Spells are labeled by type, in the same place that lands are, as instant, interrupt, sorcery, enchantment (or "Enchant *Something*"), artifact, or summon *something*. The main differences between these various types are laid out below. These differences are important and will be referred to over and over throughout the section on dueling.

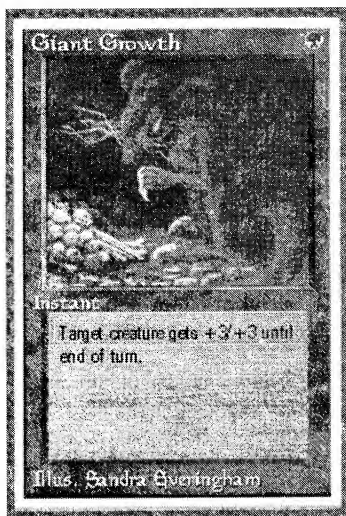
There are a few things that all spells have in common; one is the casting cost. This is the cost, in mana, to cast the spell that the card represents. For example, the cost to bring a Hurloon Minotaur into play is  and . This means that you need two red mana and one generic mana to summon this creature. One way to get this would be to tap two mountains and a forest.



Another common feature is the background. (Experienced players will remember this was called the “border” in previous editions.) The background of a spell card serves as an easy visual reminder of the color of the spell. A spell’s color is technically defined as the color of the mana required to cast it, not counting the generic mana. The Hurloon Minotaur requires red mana, so it is a red spell when cast and a red creature while in play. The background helps you remember its color. Colorless spells (and land cards, which are colorless) will normally have a gray or brown background. Some spells change the color of other cards. (During a duel in Shandalar, a card’s *current* color is always indicated by its background.)

It’s important to remember that only certain parts of a spell card have any bearing on the duel. The card’s name, art, flavor text, and artist’s name don’t influence what a card actually does. For example, if you look at the picture on a Frozen Shade card, it looks as if the creature is floating. This may fool you into thinking that a Frozen Shade can fly, but since the text box doesn’t include the word ‘Flying’, the Shade isn’t considered a flying creature. And even though the flavor text on the Gray Ogre says something about refusing to eat vegetarians, it can still damage other creatures and your opponent.

Also, cards don’t interact in any way based solely on their names. Ironroot Treefolk doesn’t take extra damage from a Fireball, even though trees burn well. You can play Terror against a Wall of Stone, although it might seem odd for a block of stone to die of fright. An Air Elemental can benefit normally from Firebreathing, a creature can have both Holy Strength and Unholy Strength at the same time, and so on. Just keep in mind that it’s magic, so it doesn’t have to be reasonable—the rules have to make sense, but the story told by the cards doesn’t.



Instants

Instants are one example of what are called “fast effects”—one-shot effects that are done with as soon as they are cast (though the changes they cause can linger after them). You can cast fast effects during both your turn and your opponent’s turn.

The primary use for fast effects, though not the only one, is to “respond to” other spells and actions. For example, say your opponent in a duel casts a big Fireball at one of your creatures. Her Fireball will deal enough damage to kill the creature, unless you do something about it. Since the Fireball is a spell, you can respond to it with fast effects (thus adding to the “spell chain” or “batch” that started with the Fireball). You could cast the instant Giant Growth on the creature, making it powerful enough to survive the damage from the Fireball. Of course your opponent could, in turn, use fast effects of her own.

You can use instants to *respond* to spells, but you can’t use them to *interrupt* fast effects. The difference is significant.

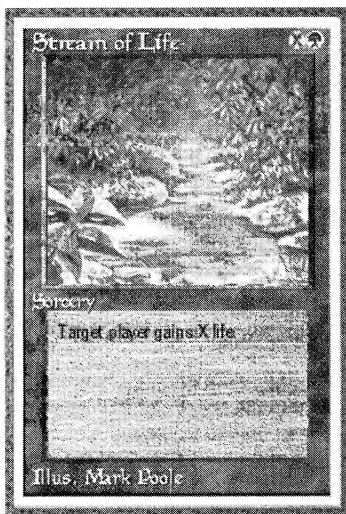
Interrupts

Interrupts are also fast effects, but they are “faster” effects than instants. Any time you could use an instant, you could also use an interrupt. The main difference between instants and interrupts is that you can also use an interrupt to (oddly enough) interrupt a spell or fast effect (some fast effects are not spells, but we’ll get to that later) you or your opponent is casting. Put another way, you can interrupt an instant, but you can’t instant an interrupt.

For example, if your opponent starts to cast a Sengir Vampire (a powerful creature that you *don’t* want around), you might be able to cast the interrupt Counterspell. The Counterspell would cause her spell to fail, thus preventing the Sengir Vampire from ever coming into play. You can also use interrupts to interrupt other interrupts, so she might then Counterspell your Counterspell (and so on). The first interrupt is simply added to the spell chain (spell chains, like all the other complicated parts, are explained later). The second interrupt, however, wasn’t aimed at the original spell; thus, it created a “batch” or “interrupt stack” (which, naturally, is explained in detail later).



If an interrupt doesn’t target a spell while it is being cast, it is considered an instant.



Sorceries

A sorcery is also a one-time spell, like an instant or interrupt, but it is not a fast effect. The difference is that you can only cast sorceries during your own turn, and then only during the main phase. (Once again, that's explained in the next section.)



Enchantments

Any card that has the word 'Enchantment' or 'Enchant' as the first word in its type is considered an enchantment. Every enchantment is a "permanent"—a spell that remains in play after it is cast. Once a permanent is in play, you don't have to pay its casting cost again. The permanent will remain in play until it is destroyed. You can cast permanents (and, thus, enchantments) only during your turn.

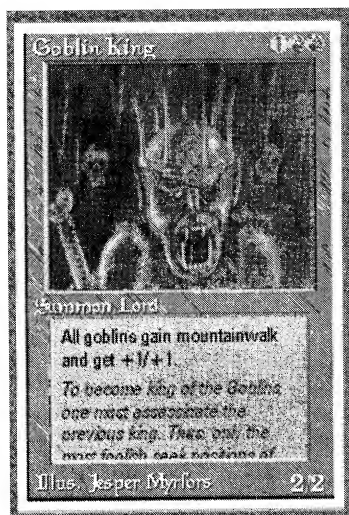
Enchantments affect other things in play, and most of them can only be cast if there is a legal target for them. (They're called *targeted* spells.) For example, Holy Strength is an "Enchant Creature" type, and therefore must be cast on (target) a creature. The exceptions are cards that say simply "Enchantment" or "Enchant World" as their type. These two types affect the duel as a whole, and they do not require targets.



Targeted enchantments are called *local*. Non-targeted enchantments are called *global*.

Summon Spells

By far the most common type of spell is the summon spell. A summon spell calls a magical creature into play. It's a permanent, like enchantments and artifacts, so the creature stays around until your opponent (or you) figures out how to get rid of it. You can cast summon spells only during your turn.



Creature cards will have numbers in the bottom right-hand corner. These are the power and toughness ratings. Any card with numbers in that corner is a creature. The numbers indicate the creature's attack strength (power) and defense strength (toughness). Power and toughness are explained in detail in the next section. Creatures are the only things that can attack your opponent and block her attacks, though they're not the only way of inflicting damage.


For summon spells, everything after the word 'Summon' is the creature type. Other types of spells don't have this extra sub-type. The reason creatures have types is that some cards affect all creatures of a particular type; for example, the Goblin King gives all Goblins a bonus. The type is the *only* thing that matters for these effects. The Goblin Rock Sled looks like a Goblin, and it even has 'Goblin' in its name, but the card type is "Summon Rock Sled" and not "Summon Goblin." This means that it isn't really a Goblin, and it isn't affected by the Goblin King. Similarly, the Goblin King itself is "Summon Lord," so it doesn't give itself a bonus.

A creature cannot attack (or use any effect that requires it to tap) during the turn it is brought into play. This is called "summoning sickness." Once the creature has begun a turn in your control, it is no longer sick.


Artifacts and Artifact Creatures

An artifact is a magically created device or non-living creature with magical powers. All artifact cards have the word 'Artifact' somewhere in their type. These generally require generic mana to cast. Artifacts are permanents, so they stay in play once they've been successfully cast, just like enchantments. You can cast artifact spells only during your turn. Artifacts don't usually need to have targets.



Most artifacts have special effects. Some of these are “always on” (continuous), and some are activated only when you want them to be—and when you pay the activation cost for that effect. (We’ll explain activation cost later, along with effects; it’s a lot like the casting cost.) If a non-creature artifact becomes tapped for any reason, the continuous effects cease. Also, you can’t use the other effects until it becomes untapped—even if its activation cost does not include . Most artifacts’ effects that require an activation cost can be used immediately after casting (unlike creatures).

An artifact which is also a creature (has power and toughness) is called an artifact creature. Artifact creatures are cast like artifacts, not summoned like creatures. (That’s important because some interrupts affect only summon spells, so they wouldn’t hurt your artifact creature.) However, they *are* creatures, so they’re subject to “summoning sickness” like summoned creatures. (This is explained later, in

Introduction to Creatures, and in the *Glossary*.) Unlike other artifacts, artifact creatures do not stop working when they become tapped; their continuous effects remain active, and you may still use their effects with activation costs that do not include . Artifact creatures are affected by spells and effects that target or affect either creatures or artifacts—since they’re both.



8. The Duel

Before the duel begins, both players put up one or more cards from their decks as ante. In Shandalar, whoever wins the duel will get to keep the ante cards, so pay attention to the ante when you're deciding whether or not to duel a creature.

When the duel starts, your deck is shuffled and laid face down on the table. This is now your library—your draw pile. Right away, each player draws an opening hand of seven cards from his or her library. Near your library is the space for your graveyard, or discard pile. Most of the cards you bring into play will go into your half of the playing surface, which is called your *territory*. A few of your cards may go into your opponent's territory instead. If you play cards in enemy territory, you don't lose them; they are retrieved for you when the duel is over.

You are now ready to start the duel. Who goes first is determined at random—unless one of you has a first strike advantage. (See *'Vantages (Ad- and Disad-)* earlier.)

The Phases of a Turn

Dueling players take turns, and each player's turn is divided into six smaller parts called *phases*. You might not always have something to do during a given phase, but that phase still happens. The phases always take place in the same order:

- 1) Untap
- 2) Upkeep
- 3) Draw
- 4) Main
- 5) Discard
- 6) Cleanup

UNTAP PHASE

Your turn starts with your untap phase. Any of your cards that were tapped become untapped. (That is, of course, unless something is preventing them from untapping.) If it's not your turn, your cards do not untap.



One important thing to remember is that untapping takes place instantaneously. There is no opportunity to do anything, not even cast interrupts. Also, for the purposes of the rules, all of the cards are considered to untap at exactly the same time.

In some cases, you will have to decide which cards to untap. You must make this decision at the very beginning of the untap phase, before anything is untapped. Some enchantments, like *Paralyze*, prevent a card from untapping normally. Instead, you will have an opportunity to untap the card in some other way. In the case of *Paralyze*, by paying 4 (four generic mana) during the next phase, upkeep.

Untap is the only time that cards untap by themselves, but there are plenty of spells and effects that tap and untap cards at other times.

UPKEEP PHASE

After untap comes upkeep. Some cards require you to perform a particular action during this phase. Such cards will say what this action is and what the consequences are if you don't do it. If you don't have such a card in play, then you don't have to do anything during this phase. (Since upkeep is such a good time to use fast effects, though, you might *choose* to do something.)

If there are multiple cards in play which tell you to do something during upkeep, the player whose turn it is gets to choose in what order to do those things, within certain limits.



Effects that take place "at the beginning of upkeep" must happen first. Those controlled by the player whose turn it is come first (in whatever order she chooses), followed by those controlled by the other player (in the order that other player chooses). After those have all been dealt with come the normal upkeep effects. After all of these have been dealt with, the "end of upkeep" effects happen, in the same order as the "beginning of upkeep" effects (active player's first, then the other player's). This is true of all beginning of phase and end of phase effects.



During upkeep, both players are allowed to use fast effects—instants, interrupts, and effects listed on cards in play. You can't use sorceries during upkeep. If a permanent has an upkeep cost, you cannot activate any of that card's effects until you've paid the upkeep cost. This does not apply to continuous effects, but only those with an activation cost.

DRAW PHASE

Next, you draw one card from the top of your library. If you don't have any cards left to draw, you lose.

One clarification—you don't lose as soon as your library empties. You lose if and when you are required to draw a card from your library and have no card in your library left to draw. So if you just drew your last card, you'll lose during your *next* draw phase unless you do something about it.



The player who goes first in any duel does not draw during her first draw phase. This is called the “play or draw” rule. You either play first or draw first, not both.

Just like during upkeep, some cards will tell you to do things during the draw phase. If there are multiple cards in play that do so, the player whose turn it is gets to choose in what order to do them.



The one exception to this ordering rule is that beginning of phase and end of phase effects occur in a predetermined order (as described in *Upkeep Phase*).

The act of drawing is considered to be a fast effect. Thus, both before and after the draw, both players are allowed to use fast effects. You can't use any other spells during the draw phase.

MAIN PHASE

The main phase is the phase you'll do the most in. During the main phase of your turn, you can:

- * cast spells,
- * put one land into play, and
- * make one attack.

You can do these in any order. The “cast spells” part of the main phase of your turn is the only time you can cast sorceries and permanents (creatures, artifacts, and enchantments). You can cast them before *and* after you put a land into play *and* before *and* after your attack. You can *not* cast them *during* your attack.

To help keep things straight, the main phase is split into three parts.

MAIN PRE-COMBAT is everything that happens before the attack. During this “sub-phase” you can put one land into play and cast all the spells you wish. (As long as you have enough mana to pay for them, you can cast all the spells in your hand if you want to.) Remember that land is not a spell, so putting a land into play is not considered casting a spell. It’s also not an “action” that your opponent can respond to.

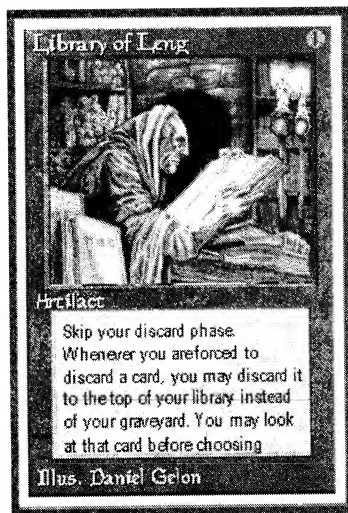
COMBAT is the part of the phase that can get the most complicated. This is when you send some of your creatures over to attack the other player, and she uses her creatures to block yours and defend herself. In the meantime, you can both toss fast effects around like crazy. You don’t have to attack if you don’t want to. (You can also attack with zero creatures; that’s called a “null attack.”)

MAIN POST-COMBAT is everything that happens after the attack. If you didn’t put a land into play before the attack, you can do so now. Just like in pre-combat, you can also cast all the spells you can afford.

Both players may use all the fast effects they want to during the main phase.

63

DISCARD PHASE



If your hand has more than seven cards in it at the end of your main phase, you must discard back down to seven during the discard phase. You can’t discard if you have seven or fewer cards. (The cards in your graveyard, or discard pile, will always remain face up.)

You can look through either graveyard any time you wish. That’s why your graveyard is required to be face up. Some spells even let you pull cards out of the graveyard—if one of these cards says “*your* graveyard” that’s just what it means; if it says “*any* graveyard” it means both!

Just as with upkeep and draw, some cards tell you to do things during discard, and if there are several of these cards, the player whose turn it is gets to choose what order to do them in.



Again, the exception to this ordering rule is that beginning of phase and end of phase effects occur in a predetermined order (as described in *Upkeep Phase*).

Both players can use fast effects during the discard phase, but only before you discard, not after. (Technically, the discard is an end of phase effect.)

CLEANUP PHASE

This phase should really be called the “Heal Creatures and Clean Up Temporary Effects Phase,” but it just doesn’t sound as good. At the end of the turn, all surviving creatures instantly heal any damage they have taken. This applies to creatures on both sides; every critter heals back to full capacity at the end of each turn. No player can use fast effects during this phase.

In addition, all effects that last “until end of turn” wear off at the same time as the creatures heal.

One thing must be clarified. All of the “until end of turn” effects wear off simultaneously with each other *and* with damage, so a creature that is only alive at end of turn due to an effect—Giant Growth, for example—will survive; it won’t find its toughness dropping just before the damage goes away.



Anything that a card says happens “at end of turn” happens at the very end of the cleanup phase. These are considered end of phase effects, and the order in which they happen is the same. If any of the automatic effects cause damage or destruction, you do get the opportunity to use damage prevention, redirection, and regeneration fast effects.



This means that “at end of turn” effects last just slightly longer than “until end of turn” effects. It might not seem important right now, but it will.

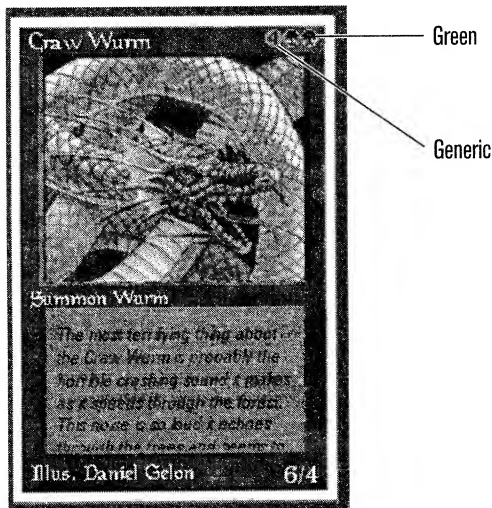
This phase is instantaneous, like untap, so neither player can use fast effects (except for the aforementioned damage prevention stuff). When the cleanup phase is over, so is the turn, and the next player’s turn begins immediately. There is absolutely no time “between turns.”

Basic Spellcasting









Casting a spell is what you do to take a non-land card out of your hand and put it into play. To cast a spell, you select the card, use mana to pay the casting cost, and lay the card down on the table. It’s a simple process, but it can get mighty complicated. We’ll start with the simple explanation.

One point to keep in mind throughout is that a permanent (creature, artifact, or enchantment) counts as a spell only while it's on its way from your hand to the table. When it's in your hand, it's a card; while you're casting it, it's a spell; after it is successfully cast, it becomes a creature, artifact, or enchantment (though it also counts as a card again). Anything in your library or graveyard is a card; though some spells refer to a "creature" in the graveyard, you should treat these as if they say "card representing a creature."



CASTING COST



This one costs two green and four generic mana

First, let's take a closer look at the casting cost. The casting cost is always written in mana symbols. For each of the five colors of mana, there is a separate, distinct symbol; each time that symbol appears, it represents one mana of the appropriate color. Numbers in gray circles represent generic mana, which can be any color, any combination of colors, or colorless. To cast a spell, you must pay its entire casting cost. A spell with a casting cost of  would require one blue mana to cast. A spell with a casting cost of   would require one blue mana plus one other mana. This other mana could also be blue, or it could be black, green, colorless, or whatever. The generic mana doesn't even have to be all of the same type. You could cast a spell with a cost of 4  by paying    .

Remember, the color of mana required in the casting cost determines the color of the spell. Artifacts and lands are colorless, and “artifact” is not a color. If you used Thoughtlace to turn an artifact blue, it would be a blue artifact. Then, either Circle of Protection: Blue or Circle of Protection: Artifacts could stop damage from it.

Occasionally you will see **X** in the casting cost of a spell. This represents a variable amount of generic mana. For X spells, X can be any number, even 0. The text of an X spell will explain what the X represents. For example, the casting cost of the Disintegrate spell is **X** . The card text reads, in part, “deals X damage to target creature or player.” So if you cast Disintegrate using four generic mana plus one red mana (the ), the spell will deal 4 damage to the target of your choice.

Why would you ever want to play a spell with an X of 0? Well, if your opponent has a Black Vise (an artifact which deals damage to you if you have more than four cards in your hand) in play, you might just want to get cards out of your hand, even if they don’t do anything. Besides that, some spells can do useful things even when X is 0. For example, the spell Disintegrate mentioned above deals X damage to a target, but it also prevents the target from regenerating for the rest of the turn.

When you cast a spell with an **X** in the casting cost, you have to decide what X is at casting time and pay the appropriate amount of mana before the spell goes into play. You can’t wait to see what your opponent’s response is before deciding what you want X to be. Once you’ve given X a value, you can’t change it later. The same rule applies to using the effects and abilities of cards in play that have an **X** in their activation costs; it also applies to other costs paid for a spell that aren’t part of the casting cost, including splitting a Fireball between targets or pumping extra black mana into a Drain Life to deal damage.

TARGETING



Some spells must have a valid target or you can't cast them. For example, you can't cast an enchant creature spell if there's no suitable creature on which to cast it. Likewise, you can't cast a spell that "destroys target red permanent" unless it's aimed at a red permanent.

Keep in mind, however, that you *can* cast a spell that needs no target (a "non-targeted spell") even if that spell will have no effect.

You must determine the target of a targeted spell at casting time. You can't change the target later, either. (Some cards can, though.)



If a spell or effect allows more than one target, you cannot choose the same thing as a target more than once *in the same activation*. For example, say you cast a Fireball spell and paid the extra mana to allow three targets. You could choose three different creatures as targets, but you could not pick two creatures and target one of them twice. This limitation does not apply to a spell or effect used at another time (even if it's the same effect). So you could (to continue the example) choose any or all of the three creatures as targets for a second Fireball.



FIZZLE VS. CANCEL

If, for whatever reason, a spell fails, that spell is said to have "fizzled."

Usually, unforeseen fast effects cause a spell to fizzle—a target is removed from play, for example, or protected from the spell somehow. When a spell fizzles, the card goes to your graveyard as if it had been countered, and the mana you spent is gone.

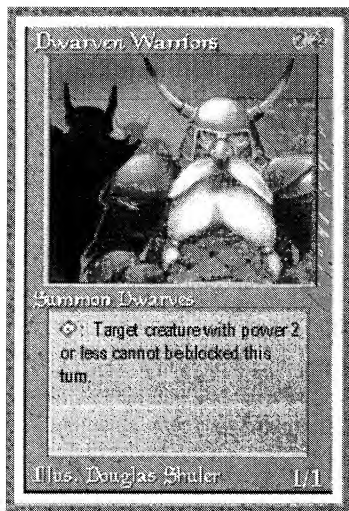
If you change your mind in mid-cast and decide not to use a spell, you can cancel it. The spell goes back into your hand as if nothing had happened, but the mana in your mana pool is still there (since drawing mana from a mana source is a separate action from the casting of the fizzled spell). If this mana is not used before the end of the phase, it will cause mana burn.

Introduction to Creatures

Creatures are usually your main line of attack and defense. Creatures come into play whenever a summon spell is successfully cast. Remember that summon spells become permanents, so creature cards remain in play, and you don't have to pay their casting costs again. Creatures can participate in combat—attacking, defending, and dealing damage to players and to each other.

POWER AND TOUGHNESS

All creatures have two numbers separated by a slash in the lower right corner of the card. The first of these numbers indicates the creature's power, which is the amount of damage that creature deals in combat. The second number represents the creature's toughness, or the amount of damage the creature can absorb before it dies. Lots of spells and effects change these numbers.



If a creature's power is 0 or less than 0, it is still capable of attacking and still deals damage—0 damage—in combat. Creatures with negative power do *not* deal negative damage.

It's important to note here that dealing 0 damage does *not* trigger effects that happen when something "deals damage to" or "damaged" something else. For example, if the Hypnotic Specter deals damage to a player, its triggered effect causes that player to discard a card from her hand. If she used the effect of a Sorceress Queen to change the specter's power and toughness to 0/2, the specter would deal 0 damage, and she would avoid having to discard.

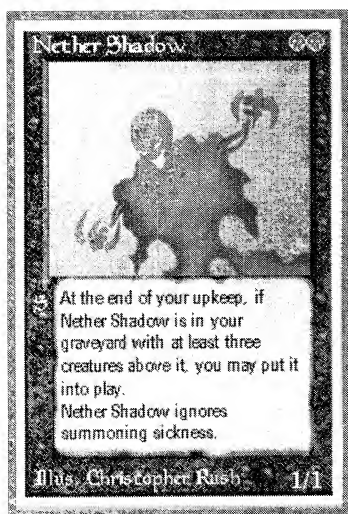
Anything that refers to a creature's power or toughness means the current power or toughness, not the numbers printed on the card. For example, Dwarven Warriors has the ability to make a creature with power no greater than 2 unblockable. Suppose I have a Hurloon Minotaur (normally 2/3) enchanted with Giant Strength, which gives a creature +2/+2. The enchanted Minotaur is a 4/5 creature, and the Dwarven Warriors can't make it unblockable, even though the power actually printed on the Minotaur is 2.

If a spell is really intended to alter the power printed on the card rather than alter the creature's current power, it will say so. You won't run into this very often, but a few cards will say to actually change the power or toughness of a card to a specific value instead of simply adding to or subtracting from its current value. For example, Sorceress Queen has the effect "☛: Target creature other than Sorceress Queen becomes 0/2 until end of turn." If something changes a creature's power or toughness to a specific value, then it is as if the card had that number printed on it, and any pluses or minuses are applied on top of that. So if the Sorceress Queen zapped the Hurloon Minotaur with the Giant Strength on it, the Minotaur would become a 0/2 creature with a +2/+2 enchantment on it, making it 2/4.

When a creature receives as much or more damage than it has toughness, it has taken *lethal damage*, it dies, and it goes to the graveyard. Any non-lethal damage a creature receives is erased at the end of every turn (during the cleanup phase). Notice that all surviving creatures heal at the end of every turn, not just at the end of their owner's turn. Before a creature dies, many spells can prevent damage to the creature, redirect the damage somewhere else, heal some of the damage, or even regenerate the creature completely. On the other hand, none of these is any help once the card reaches the graveyard. The timing of when things reach the graveyard is important, so we'll get into detail about it later, in *Going to the Graveyard*.



SUMMONING SICKNESS



A creature can't attack during the turn it was summoned. Magic players have several nicknames for this, but "summoning sickness" will do for our purposes. Anything that brings a creature into play on your side causes it to have summoning sickness. Note that while you can't attack with a newly summoned creature, you can use it to defend during your opponent's next turn.

That isn't exactly all there is to it, but this explanation will do for the introduction. The full rules about summoning sickness are in *Advanced Spellcasting*.

COMBAT WITHOUT THE COMPLICATIONS

During the main phase of your turn, you may make one attack. When you do this, you can send some or all (or none) of your creatures out to try to get through to your opponent. Either player may use fast effects during the attack, but those are the “complications” that we’re not going to talk about right now. No one can cast sorceries or permanents or put land into play during the attack.

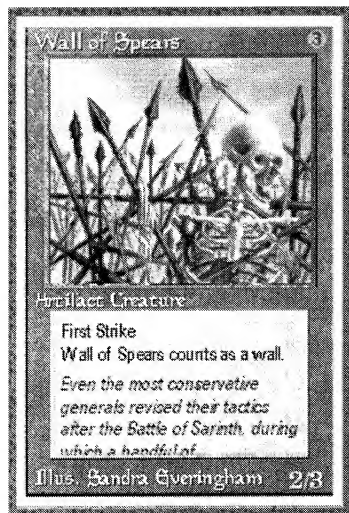
Keep in mind that when you attack, you *always* attack your opponent. You can’t attack your opponent’s creatures, and you can’t attack yourself or your own creatures. On the other hand, casting a spell or using an effect is not an attack. You can cast spells that damage and destroy your own creatures, and you can use a card’s special effects against your creatures or yourself. Why would you want to do that? Usually you wouldn’t, but no matter how bizarre an action seems, someone can probably come up with some obscure circumstances under which it becomes good strategy.

There’s a progression to this attack thing.

- 1) **BEGIN COMBAT:** First, you announce that you are about to attack. (You and your opponent get a last chance to toss fast effects *before* combat officially starts.)
- 2) **DECLARE ATTACKERS:** Next, you decide which of your creatures will attack and which will band with attackers to form groups.
- 3) **FAST EFFECTS:** Both players get to use fast effects after the attackers have been declared.
- 4) **DECLARE BLOCKING:** Your opponent decides which of her creatures will block and which of your creatures each will block.
- 5) **FAST EFFECTS:** Both players can use fast effects once the blocking has been declared.
- 6) **RESOLUTION:** Finally, the combat damage assigned during the attack is resolved. This usually includes lots of fast effects, especially preventing and repairing damage before things die.



The minutely detailed breakdown of the attack sequence is in **Appendix A**. Refer to it when you have tricky questions. What follows is a simplified version that illustrates all the basics of combat.



Let's assume that you've announced that you are attacking, and your opponent didn't use any fast effects. Next, you **Declare Attackers**—pick which of your creatures are going to attack. This taps them. You must declare (and thus tap) all of your attackers now; you can't add or subtract creatures later on. Those creatures which are already tapped or have summoning sickness can't attack. Also, under normal circumstances, walls—creatures of the type "Wall"—cannot attack.

Once you've finished arranging your attack, both you and your opponent have a chance to use **Fast Effects**. The possible actions are almost infinite, but some of the most common efforts are to kill attackers early, raise or lower their power and toughness, remove them from the attack, and make them harder or even impossible to block.

Now comes your opponent's turn to **Declare Blocking**—decide which of her creatures are blocking yours. Only untapped creatures may block; tapped creatures are unavailable. Keep in mind that your opponent gets to choose which creatures block which; you can't launch an attack directly at any of your opponent's creatures. Each of your opponent's defending creatures can be assigned to block one of your attacking creatures. Multiple defenders can block one attacker, but one defender can't normally be assigned to block multiple attackers. Defending doesn't tap a creature.

Here's an important rule. Once an attacking creature is blocked, it stays blocked—*no matter what* happens to the blocker. Killing or removing the blocker doesn't "unblock" the attacker—neither does casting a spell which, if cast earlier, would have made the block illegal, nor does otherwise changing the attacker's abilities. So, for example, you can still use Jump to give a creature flying after the block has been declared, but it won't do any good.



After the blocking has been determined, it's time for more **Fast Effects**—the second round of combat effects. Again, the possibilities are endless. Likely actions are changes to power and toughness, somehow removing from the attack attackers that might otherwise be killed, and damaging creatures to ensure their demise.

Once a creature has been declared as an attacker or blocker, the only ways to get it out of the combat are to remove it from play, kill it, change its controller, or use a card that specifically says that it removes the creature from combat. Untapping an attacking creature doesn't stop it from being an attacker or prevent it from dealing damage; it just makes it untapped. Tapping a blocking creature doesn't stop it from being a blocker, either, but it does prevent it from dealing damage.

Any combatant (attacker or blocker) that is destroyed or takes lethal damage from a fast effect before the damage dealing step goes to the graveyard. This takes the creature out of play, so it won't deal damage during the attack. Similarly, a creature that is returned to its controller's hand or removed from the game entirely before the damage dealing stage doesn't deal damage. The same goes for any creature that changes controllers during the attack (though if it was tapped, it stays tapped until the new controller's next untap phase).

Lastly comes the **Resolution** step. Once the blockers have been assigned and all the fast effects have been resolved, the creatures actually deal their damage. Each creature deals damage equal to its power. Attacking creatures deal their damage to the defenders blocking them, while defenders deal their damage to the attackers they block. Note that a blocking creature absorbs *all* of the damage the attacker deals, even if it is more than enough to kill it. The "extra" damage doesn't go anywhere—it's blocked (unless the attacker has trample, explained later).



Damage dealt by attacking and blocking creatures in combat is called *combat damage*. This is to differentiate it from other types of damage. Damage caused by fast effects or spells is never combat damage.

If more than one defender blocks a single attacking creature, whoever controls the attacking creature gets to split its damage as desired among the defenders blocking it.

Attacking creatures that aren't blocked deal their damage to the defending player. That's the whole point, isn't it?

All damage is dealt in sequence. Creatures with first strike deal their damage first—all at exactly the same time. Any creature that takes damage equal to or greater than its toughness has taken lethal damage, goes to the graveyard, and is no longer part of the combat. Next, the survivors (those without first strike, that is; the first strike creatures do *not* deal damage twice) get their turn—again, simultaneously.

At any time that a creature (or player) receives damage, there's an opportunity for damage prevention fast effects. These include any fast effects that prevent damage, heal damage, regenerate creatures (if they've taken lethal damage), or redirect damage to another target. During a damage resolution step, neither player may use any fast effects except damage prevention effects and the interrupts that target them.

Finally, the damage is actually dealt—all at exactly the same time. Any creature that takes lethal damage goes to the graveyard.

Advanced Spellcasting



You already know the basics of how to cast a spell. Now let's look a little more closely at spells and their results, starting with the fast effects built into many permanents. Permanents are the cards that stay in play once cast—enchancements, summons, and artifacts. Lands are also considered permanents, even though they aren't cast as spells.

The terminology is important here. Once a permanent comes into play, it's not a spell anymore (lands never were); it's just a permanent. Thus, a permanent can't be the target of anything that only targets spells. For example, Spell Blast is an interrupt that can counter any spell. You can cast Spell Blast on a summon spell while it is being cast, but once the creature has been successfully summoned, it is no longer a spell and you can't target it with a Spell Blast.

CARDS' SPECIAL EFFECTS



Continuous Effect

Fast Effect

Activation Cost

Some permanents have special fast effects listed in the text box. Abilities are listed first, and continuous effects are also listed in the text box, but you can tell a fast effect because it always has an activation cost (even if it's $\{0\}$). A continuous effect is always active, unless it's on an artifact (*not* an artifact creature) and the artifact becomes tapped. On the other hand, to activate a card's fast effect, you must pay the activation cost for that effect.

This sort of fast effect is not a *spell*. Only playing a non-land card from your hand counts as a spell.

Activation costs are usually written in the format [cost]: [effect]. Everything before the colon is the activation cost. There might be other costs of using that effect (sacrificing a creature, for example), but these are not, technically, part of the activation cost. It doesn't really matter, though, because *all* costs are paid at the same time as the effect is activated. The main difference between an activation cost and a casting cost is that activation costs can include the $\{T\}$ symbol. Just as on a land, this means that you must tap the card as part of the cost of activating the effect.



Some permanents generate mana. When used in this way, they are considered mana sources. Nothing can interrupt the process of drawing mana from a mana source.



You can't use a card's effects unless you are the controller of that card (we know, it seems obvious, but you know how some people are...). 'Controller' is defined in the glossary. Essentially, if you put a card into play and no one has taken control of it from you, you are that card's controller.

If you take control of a permanent, you're just getting control over the permanent itself. Any enchantments on that permanent stay with it, but they don't change controllers. For enchantments with a continuous effect, like Holy Strength, this doesn't make a difference; they're always working, no matter who controls them. But for enchantments with an activated effect, like Firebreathing or Regeneration, it makes a big difference. Only the controller of the enchantment can activate it, no matter who controls the permanent.




Using the fast effects of a permanent is always optional; you don't have to use a card's special effects unless you want to. Unless the card specifies otherwise, you can use a special effect any time you can use an instant, such as during your opponent's turn. Some special effects specify that they are played "as interrupts;" this means you can play them whenever you could play an interrupt. Don't worry too much about this distinction just yet; the difference won't be important until later, when we start worrying about timing. Even though these effects are played like instants or interrupts, it's important to remember that they are *not* really instants, interrupts, or any other kind of spell, so things that affect instants, interrupts, or spells won't work on them. They are fast effects, however, and can be interrupted.



Here's a quick example. Suppose you have a creature card that says "☠☠, ⬇️: Jumps up and down until end of turn." You can pay two black mana and tap the card, and then the creature will jump up and down until the end of the turn.




If the activation cost of an effect is only mana (no ) , you can use it as many times as you want in the same turn, so long as you have enough mana to pay for it. (If the cost includes a , of course, you can only use it once at a time, since it's impossible to tap a card twice without untapping it in between.) For example, Circle of Protection: Black says “1 : Prevent all damage against you from one black source.” If someone attacks you with a Drudge Skeletons and two Scathe Zombies, you can put three mana into the Circle and prevent the damage from all three of those black creatures. But if you only have three untapped lands, you might decide to only use the Circle against the two larger creatures and take the 1 damage from the Skeletons, so that you'll have one mana available to power the Circle later if you need it to prevent something nastier.



If an effect has an activation cost that can be paid multiple times, you cannot choose to pay the cost many times as a single activation. For example, Pestilence says “: Pestilence deals 1 damage to all creatures and players.” Each time you pay , you cause 1 damage. You can't pump two, three, or even more mana into a single activation to deal more than 1 damage at once. Therefore, each 1 damage must be dealt with (or prevented) separately. For example, say you're dueling a Witch. You have a Pestilence in play, but she has several Drudge Skeletons (a 1/1 black creature that can regenerate for ). If you power up the Pestilence, the Witch must spend one black mana to regenerate each Skeletons each time you deal 1 damage. If you have enough untapped swamps, then the Witch will run out of mana and have to start losing Skeletons (and all the other creatures in play are going to get fried, too).

Some creatures have effects that let you increase their power or toughness or both. For example, Frozen Shade (0/1) has the following special effect: “: +1/+1 until end of turn.” This means that for every  you spend, the Shade gets +1/+1, but this bonus wears off during the cleanup phase. You can spend as much black mana as you like to increase the Shade's power and toughness each turn. Some players call these creatures “inflatable” because you can pump them up. This effect can be used even when the creature is tapped.

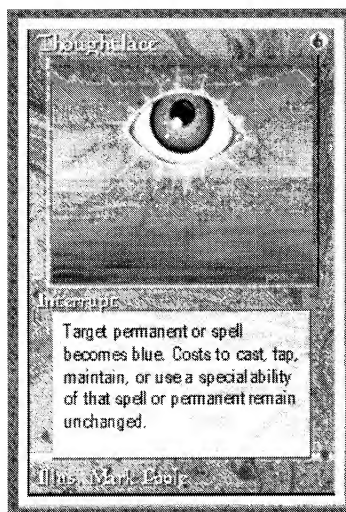
Keep in mind that you can activate a special effect any time that fast effects are legal, including in the middle of an attack. It's usually best to wait until after blocking is declared to pump creatures up, because you can put the mana where it will do the most good. For example, if you have two Frozen Shades and attack with both of them, you shouldn't inflate them just yet. If your opponent blocks one of them with a small creature, you can pump just enough mana into it to kill the blocker and put the rest of your spare mana into the unblocked one to deal as much damage to your opponent as you can.

It's important to remember that if a permanent has an effect with  in the cost, you only get to use that effect when you tap it specifically to pay for the effect, not when you tap it to attack or it is tapped by some external effect. For example, if you choose to declare a Prodigal Sorcerer as an attacker, the Sorcerer becomes tapped, but this does not let you use its effect to deal 1 damage to a target.

Depending on how you and your opponents play, you can generate some pretty complex timing issues with fast effects. The rules are clear, but we'll wait for a discussion of those until the section on timing.

FAST SPELLS

Instants, interrupts, and sorceries are the fast spells—temporary spells that go to the graveyard as soon as they are cast. Sometimes their effects last only until the end of the turn, especially in the case of instants. Other times, the effects of such spells may be permanent; these effects last until the end of the duel. For example, Thoughtlace is a blue interrupt that permanently changes the color of another card in play to blue. In contrast, Giant Growth is an instant. It gives a creature +3/+3, but this bonus wears off during the cleanup phase.



The effects of a fast spell are always permanent if it modifies another card, even if the spell itself doesn't say so. Thoughtlace fits into this category, because it changes the color of its target. Blue Elemental Blast, though, doesn't modify its target—it counters or destroys it. That's a one-time effect, not a change. If I cast Blue Elemental Blast on an Uthden Troll, it destroys the Troll once and that's it. If the Troll regenerates, the Blast doesn't come back to destroy it a second time.

Though these changes are “permanent,” they only last as long as the target remains in play. If the target leaves play in any way (goes to the graveyard, goes back into someone’s hand, or is removed from the game), then the effect ends. If the card is later returned to play, it will start fresh. Cards have no “memory” of what happened to them last time they were in play.

Some interrupts can counter a spell as it is being cast. If a spell is countered, it goes to the graveyard with no effect. The caster of the countered spell still has to pay the casting cost. Only an interrupt can counter a spell, and a spell can only be countered as it is being cast. Once both players say they don’t want to cast any more interrupts, the spell (assuming it survived) changes from “being cast” to “successfully cast.” Once a spell reaches this point, it can no longer be interrupted or countered. (It can still be responded to.)

Some interrupts modify a permanent spell as it is being cast. In this case, the change also applies to the permanent created by the spell. Consider Thoughtlace again as an example; if you cast Thoughtlace on a summon spell that is being cast (perhaps to save the summon spell from being countered by a Blue Elemental Blast), then the creature created by the summon spell will also be blue.

You can cast sorceries only during the main phase of your turn, and even then you can’t cast them during an attack. Sorceries are powerful spells that can raise the dead, destroy lands and creatures, and wreak general havoc. They’re powerful, which is why the opportunities for casting them are so limited.

PERMANENTS

Creatures, artifacts, and enchantments are normally brought into play by permanent spells. You can cast permanent spells only during the main phase of your turn, and even then not during an attack. Once you have successfully cast a permanent spell, the card remains in play to represent whatever the spell brought into being. A permanent in play is no longer considered a spell, but rather an artifact, enchantment, or creature.

Permanents remain in play until they are killed, destroyed, disenchanting, or otherwise removed from play—or until the duel ends. You can’t just choose to get rid of a permanent once you have created it, even if it starts to do you more harm than good. Remember that land cards are also considered permanents, although they are never spells.

A word to the wise: be sure to read your permanent cards carefully before putting them into play! Some permanents have special effects that affect only your opponent, but some of them will affect you, too. For example, *Manabarbs* causes 1 damage to a player whenever he or she taps a land for mana—either player! Be sure you're not hurting yourself worse than your opponent when you put a permanent into play.

Now let's look at each of the types of permanents in greater detail.



Land

Land is pretty simple; you already know everything you need to know about it. However, there are a couple of things we want to repeat in detail, just to be clear.

Putting a land into play is *not* a spell or a fast effect, so it cannot be done in response to anything nor can it be responded to or interrupted.

If a land has a special ability that does not require an activation cost at all, then that ability is continuous—always active—even when the land is tapped.

Summon Spells

Summon spells bring creatures into play. We've already covered quite a bit about creatures, but there are still a few more details.

As you've already learned, summoning sickness prevents a creature from attacking during the turn it is summoned. If a creature has a special effect that includes the ♦ symbol in its activation cost, you can't use that effect during the turn the creature is summoned, either. If an effect's activation cost doesn't have the ♦ symbol in it, you can use it right away. You'll also remember that an effect that doesn't require an activation cost at all is always on, even when the creature is tapped.

Summoning sickness lasts until the creature begins a turn in play and under your control—usually your next upkeep phase after you summon it.

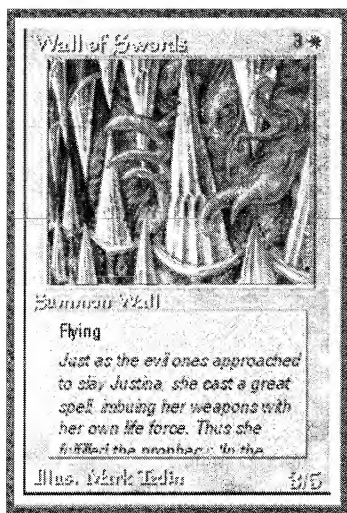
Summoning sickness does *not* tap a creature! This is one of the most common mistakes that new players make. Also, despite the name, summoning sickness applies *any time* a creature comes into play on your side. It doesn't matter whether the creature got there by means of a summon spell, via a spell that brings a creature into play from the graveyard, by you destroying a Control Magic that your opponent had cast on one of your creatures earlier in the game, or whatever. All that matters is whether it has been in play under your control *continuously* since your most recent untap phase.

It doesn't even matter whether the card was a creature at the start of the turn. Suppose I have four swamps in play. At the start of my main phase, I lay down another swamp, and then I cast Kormus Bell, which turns all swamps into 1/1 creatures. The four swamps which I had at the start of my turn can attack, even though they weren't creatures at the beginning of the turn, but the swamp that I just played can't, because it hasn't been in play since my last untap phase. (It can still block, of course.)

All summon spells say "Summon <creature type>" between the picture and the text box. This is because a few spells affect all creatures of a given type. For example, if you cast a spell that had some effect on all Bats in play, it would affect all cards that said "Summon Bat."

Some summon cards say "Summon Wall." Walls are special creatures that lack the ability to attack. Many walls have a power of 0, while others can actually deal damage. Even if a wall can deal damage, it can't attack; it can only be used to block an attacking creature. For all other purposes a wall is a normal creature, so it can be enchanted, killed, and so on—just like other creatures.

Some players think of wall cards as a wall surrounding the wizard. That's not the best image to use, though, because it makes you think that one wall should be able to block a whole army of attacking creatures. Walls block just like any other creature, so each wall can normally only block one attacking creature. If you need an image, think of it as a small wall placed right between one attacking creature and you. Also, even though walls can't attack, they can still be tapped by other cards. And a creature that is tapped can't block, even if it's a wall.





Artifacts

Artifacts are magical devices that have certain effects on the game. Unlike other types of spells, artifacts are colorless; they can be cast with generic mana (mana of any color, colorless, or any combination thereof). Some artifacts have one or more continuous effects; these are active whenever the artifact is untapped and in play. Other artifacts require you to pay an activation cost to trigger their effects. If an artifact's effect doesn't have an activation cost listed, it's continuous. Unlike creatures, artifacts *can* be used during the same turn they come into play.

For example, if you had enough mana, you could cast a Rod of Ruin, then immediately pay 3 more and tap the rod to deal 1 damage to a target. You don't have to wait until the Rod has been in play at the beginning of your turn, like you would if it were a creature.

Some artifacts, however, are also creatures. These say "Artifact Creature" as their spell type. Artifact creatures are not immune to summoning sickness; they follow the same rules as other creatures, so an artifact creature can't attack or use [mana symbol] effects during the same turn it is brought into play. Despite this, artifact creatures are *not* summon spells—they're artifact spells.

It is possible, though bizarre and unlikely, for other types of permanents to become artifacts while still keeping their original type (Artifact land? Artifact enchantment? Why not?). Usually, whatever spell causes this will also turn the card into a creature, but that might not always be true. In any case like this, the card does not suffer from summoning sickness unless it is a creature. As regards effects, it follows the rule for artifact creatures—tapping it won't turn off continuous effects.

Tapping a non-creature artifact always turns its continuous effects off. Tapping an artifact creature doesn't *necessarily* turn its continuous effects off, since artifact creatures follow the creature rules when it comes to effects. A tapped artifact creature can still use a special effect, as long as that effect doesn't have a [mana symbol] in its activation cost.

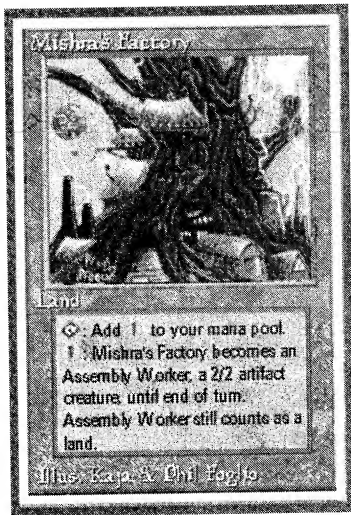
Enchantments

There are many kinds of enchantments. Some of them target a particular type of permanent already in play—creatures, artifacts, lands, or even other enchantments. It's pretty obvious which of these are which; the types say "Enchant Land", "Enchant Creature", and so on. These enchantments are considered targeted spells; you can't cast them if there is no valid target in play.



Targeted enchantments are also called local enchantments.

Not only can't you cast a targeted enchantment without a valid target, but a targeted enchantment that was successfully cast can't stay in play without a valid target. If a card leaves play for any reason, any enchantments on it go to their owner's graveyard. Also, if the enchanted card somehow changes so that it's no longer a legal target for the enchantment, the enchantment goes to the graveyard.



For example, Mishra's Factory is a land that can temporarily change into a combination land/artifact creature called an Assembly Worker. You can cast an enchant creature spell on an Assembly Worker, but during the cleanup phase, when the Assembly Worker stops being a creature and goes back to being Mishra's Factory, the enchant creature card is sent to the graveyard. Similarly, if you have a Black Knight (which has protection from white) with Giant Strength, which is a red enchantment, on it, and someone casts Sleight of Mind to change your Knight's protection to "from red" instead of "from white," the enchantment's target will no longer be legal, so the enchantment will be buried.

Other enchantments just say "Enchantment" as their spell type. These are *global* enchantments. They *always* go into play in your territory. Global enchantments don't require a target.

Unlike many other cards, enchantments never tap. Even if an enchantment is on a tapped creature, it's still active.

Special cards with the type "Enchant World" are treated like global enchantments, except that only one enchant world may be in play at a time. If an enchant world is brought into play while another is already in play, the one already in play is buried.

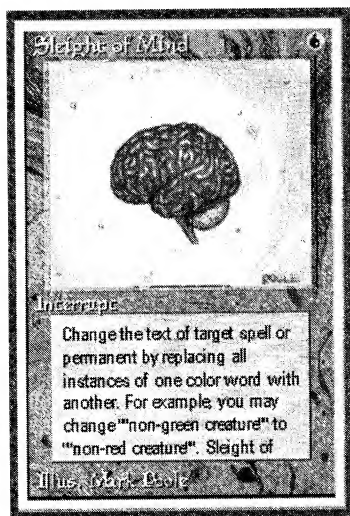
RESOLVING SPELLS AND EFFECTS

“Resolving” a spell or effect means trying to complete it successfully. Often, this includes dealing with a batch of interrupting spells. The details on resolving batches and spell chains are a little later, in *Timing*. Right now, we’ve got a few general rules about resolving to introduce.

When resolving a spell or effect, you must complete as much of the effect as possible, except in cases when one part of the effect is a prerequisite for another. For example, consider an effect that says “Tap target creature. *Card* deals 1 damage to that creature.” Even if the target creature is already tapped when this effect is resolved, the effect will still deal 1 damage to that creature. By contrast, let’s say there’s another effect that says “Tap target creature to have *card* deal 1 damage to that creature.” If the target creature is already tapped when this effect resolves, the second part of the effect is ignored, because the first part of the effect is a prerequisite for the second.

Note also that some spells or effects that appear to have a prerequisite may not actually have one. The first part of a spell or effect sometimes requires sacrificing a permanent, paying life, or removing counters from a card. These are *costs* that must be paid when the spell or effect is played (and thus are still paid even if the spell or effect is countered or fails); they are not prerequisite effects.

Except in the case of targeted enchantments, after a spell or effect has been resolved, you do not constantly recheck to see if the targets of that spell or effect remain valid; the effect continues to work *even if* the target becomes illegal after the spell or effect resolves. For example, words like “target creature” do not mean that the target has to remain a creature for the effect to continue working. A good way to think of this is as if the first instance of “target creature” in an effect actually said “target creature, which is a token or a card” and all later references to that creature actually said “that token or card.” This rule does not apply to enchant cards (enchant creature, enchant land, etc.), which do continuously recheck to see if their target is legal, and which are buried if their target becomes illegal.



That's a little obscure, so let's try an example. Say you have a White Knight in play (a creature with Protection from Black). You cast the blue instant *Jump*, giving the Knight flying until the end of the turn. Next, you cast the blue enchant creature spell *Unstable Mutation* on it, to give the Knight +3/+3. Later (*not* in response to the enchantment), your opponent uses a *Sleight of Mind* to change the White Knight's protection to Protection from Blue. The protection causes the *Unstable Mutation* to go to the graveyard, since the Knight is no longer a valid target for that enchantment. However, the effect of the *Jump* stays in force, because all that matters to an effect is that the card was a valid target when the effect took effect.

The characteristics of the source of an effect (for example, color, power and toughness, controller, etc.) are determined when the spell or effect is announced. These characteristics can only be modified by interrupts that target the spell or effect. These characteristics cannot be modified by interrupts that target the source of an effect, so after an effect using the ability of a permanent has been announced, interrupts that affect that permanent do not modify the effect. All other characteristics are determined when a spell or effect resolves.

A spell or effect containing the phrase "when *card* is put into the graveyard" locks in which player is the controller of *card* when *card* is on the way to the graveyard. Thus, any spell or effect that targeted or affected "*card*'s controller" would affect whichever player controlled it when it went to its owner's graveyard—not necessarily its owner.

Creature Abilities

Okay, you've got power and toughness figured out. You know how to use fast and continuous effects. Creature type is a snap. Now comes the part of the text box that we haven't covered yet—abilities.

Many creatures have one or more of the following special abilities. Abilities are the first thing listed in the text box of the creature's card. Abilities have no activation cost; they're a built-in characteristic of the creature, and thus are always in effect. (Not all of the possible abilities are described here, just the most common ones.)



Note that if a creature is given the same ability more than once, the additional copies of the ability stay in effect, but are often useless. For example, a creature enchanted with two Flights doesn't fly extra high; it's treated just the same as a creature that has flying once, and a spell that removed the flying ability would remove *both* copies. On the other hand, a creature that naturally had protection from red and was enchanted with a Blue Ward to add protection from blue would have protection from both colors.

Some enchantments, instants, and effects can grant and steal these special abilities. If a creature has an ability conferred on it or taken away, it is almost as if the text in the text box had actually been changed. We say "almost" because the difference becomes extremely important if someone takes control of that creature.

For example, if you cast Control Magic on your opponent's Drudge Skeletons, which has a built-in version of regeneration, you control the Skeletons *and* you can regenerate it with black mana. On the other hand, if you cast Control Magic on a creature that's been enchanted with a Regeneration spell, the regenerating ability is part of the enchantment, not part of the creature, and your opponent still controls the enchantment; you can't regenerate the creature, but she still can.

Let's start with banding, since it's the most often misunderstood ability.

BANDING

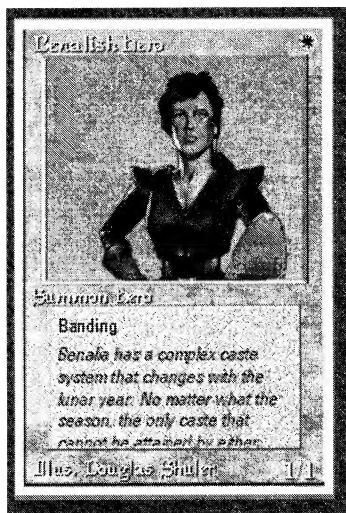


During an attack, attacking creatures with the ability banding may join forces with other attacking creatures, thus attacking as one.

When blocking, the existence of a banding creature in a blocking group (more than one creature blocking the same attacker) allows the defending player to decide how to divide up the damage from the attacker between the creatures in the blocking group.

During an Attack

You can form a band of attacking creatures out of any number of creatures that have banding—plus one creature that doesn't have banding. Essentially, you group banding creatures with any creature that has already been declared as an attacker. You must declare which creatures you want to band when you declare your attack; attacking bands can't form or disband after your opponent declares the blocking.



When your banded group of creatures attacks, your opponent's creatures have to block this band or let it through as if it were one creature. If a defending creature blocks any of the banded creatures, then it blocks them all.

Here's an important rule. Normally, no one has to decide how damage caused by a blocker is portioned out—one blocker can't block more than one creature. However, if the attacking "creature" is a banded group, someone has to decide where each 1 damage from the blocker goes. Any damage this defending creature deals gets distributed among the creatures in the attacking band as the *owner of the band* chooses.

Banding does *not* allow creatures in a band to "share" other special abilities. Thus, a flying creature banded with a non-flying creature would attack as a non-flying group.

When Blocking

Defending bands follow a different set of rules.

Regardless of whether any of your creatures has banding, you may always block a single attacker with multiple creatures. The difference banding makes is in damage apportionment.

When multiple creatures block a single attacker, if even *one* creature in that defending group has banding, then the defending player gets to decide how the attacker's damage gets distributed. For example, you can block one really big attacker with four creatures. If even one of your defenders has banding, you get to decide how the attacking creature's damage gets assigned. This is a great way to keep blocking creatures alive.

Remember, though, that only creatures that could legally block the attacking creature on their own can band together to block the attacker. For example, banding does *not* allow non-flying creatures to band with a flying creature and block a flying attacker. This is very important and often misunderstood. Defensive banding has no bearing on which blocks are or aren't legal; every blocker must block as an individual, just as if none of them had banding. Defensive banding *only* affects the damage distribution.

Because defensive banding doesn't matter until damage dealing, it's possible to change who is going to assign damage to a group of blockers by giving something the banding ability *after* the defense is chosen, or by killing something with banding before damage dealing.

For example, suppose you attack with your Sengir Vampire, which has already grown to 6/6 from killing things. The Priestess you are dueling blocks with a Mesa Pegasus (1/1 flying, banding) and two Serra Angels (4/4, flying). She's hoping to be able to kill the Vampire and spread the damage safely among her Angels, so she doesn't lose any creatures. You, however—being the sneaky sort—cast Terror on the Pegasus before damage dealing, burying it. None of the blockers left has banding, so you now get to assign the damage and will undoubtedly put all 6 damage onto one Angel (to kill it). If the Priestess had a Helm of Chatzuk in play, though, this strategy wouldn't work, since she could use the Helm's special effect to give the Banding ability to one of the Angels after the Pegasus died.

This damage-sharing ability only applies to combat damage (damage done by creatures in combat). Other damage, like that from Lightning Bolts, still hits only the creature it targets.

There's one more thing to keep in mind about damage distribution. Further on, you'll read about the rule that says if a creature regenerates during combat but before the damage resolution step, then it doesn't deal or receive any damage. This applies to banded creatures as well; the regenerated creature is still part of the band, but you aren't allowed to assign any damage to it. You have to split the damage among creatures that didn't regenerate. If all of the blockers regenerated, then the damage can't be assigned to any of them and it just goes away—unless, of course, it was from an attacking creature with trample, in which case it spills over to the defending player.

FIRST STRIKE



During the attack, creatures with *first strike* deal all their damage before creatures without first strike. If a first strike creature deals enough damage to destroy the opposing creature (regardless of whether it's attacking or blocking), the first strike creature doesn't take any damage, since the other creature dies before getting a chance to strike.

For example, if a White Knight (2/2, first strike) blocked a normal 4/1 creature, the 4/1 creature would take 2 damage and die before it was able to deal its 4 damage to the Knight. First strike isn't a guarantee of survival, though; if the Knight tried to block a Giant Spider (2/4), the Knight would still deal its 2 damage first, but that wouldn't be enough to kill the Spider. The Spider would then get to deal its 2 damage to the Knight, and the Knight would die.

One way to help out your creatures with first strike is to damage whatever they're fighting, or reduce its toughness somehow, before damage dealing begins. Suppose you block a Giant Spider with your Black Knight (2/2, first strike). Just like the White Knight mentioned above, the Black Knight will die, since it can't kill the Spider. Suppose, however, that you soften the Spider up by hitting it with a Lightning Bolt before damage dealing. After your Black Knight deals 2 damage to it, the Spider will be 2/4 with 5

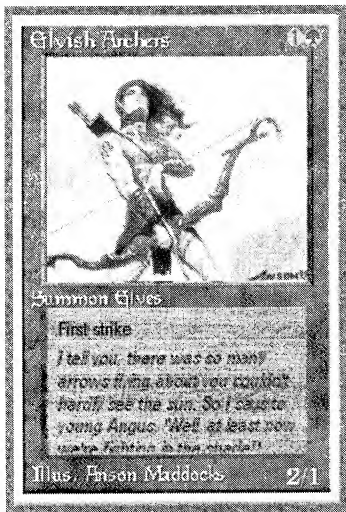
damage, so it will die before it can deal damage back to the Knight.

If two creatures with first strike oppose each other, they deal their damage simultaneously, but before anybody else. Giving a creature that already has first strike an extra first strike enchantment *doesn't* make it any faster.

FLYING



Only creatures with the ability *flying* (or web, but that's getting ahead of ourselves) can block other creatures with flying. Creatures with flying can block grounded (non-flying) creatures.





If you attack your opponent with a flying creature, and none of her creatures has flying, your creature gets through unblocked no matter how many nasty creatures she has. Even better, any untapped creature with flying you have can still block her creatures when it's their turn to attack.

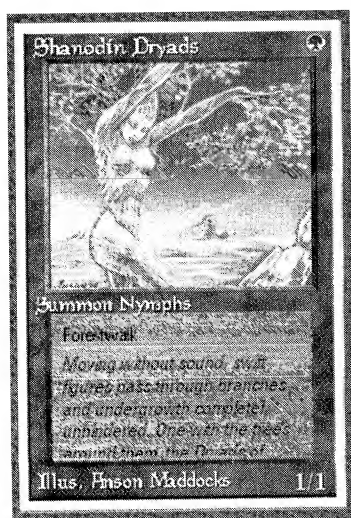
Flying is called an "evasion ability" or "stealth ability," since it allows a creature to evade or sneak past blockers. There are two important points to remember. A creature with flying can block either another creature with flying or a creature without flying, and a creature with flying can't be blocked by a non-flier, even if its controller would like it to be. You can't "turn off" an evasion ability. Thus, you can't choose to make a creature with flying a non-flier and blockable by your opponent's creatures without flying.

LANDWALK



Some creatures have a special stealth ability called *landwalk*, although the cards don't actually say "Landwalk." Instead, they say "Swampwalk", "Forestwalk", "Islandwalk", or the like. Creatures with a particular landwalk ability can't be blocked if the player they are attacking has a land of that type in play.

89



For example, Shanodin Dryads is a 1/1 creature with forestwalk. If you have a Shanodin Dryads in play, your opponent has at least one forest in play, and you decide to attack with your Dryads, your opponent can't block it. Even if your opponent has Shanodin Dryads or other creatures with forestwalk in play, she still can't block your Dryads.

That last bit confuses some players. If a creature with flying can block another flying creature, then why can't a creature with forestwalk block another creature with forestwalk? The real answer is, "because the rules say so." But if you want it to make sense, think of it this way: being able to sneak through the forest or ooze through the muck of a swamp doesn't make it any easier for the creatures to see or catch someone else who is also sneaking through the trees or oozing along.

PROTECTION



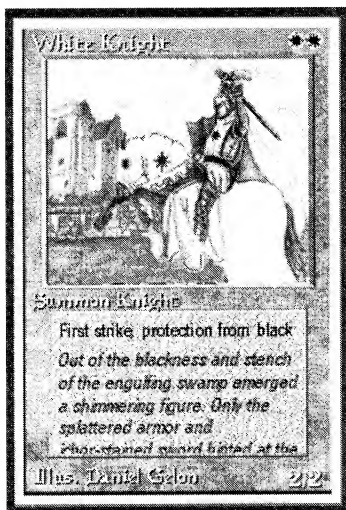
Creature cards that read “Protection from” a particular color are practically immune to creatures and spells of that color. As an example, we’ll use the color blue, but protection works the same way if the creature has protection from any other color.



It’s possible to have protection from just about anything: artifacts, creatures, spells—you name it. Protection from a color is most common and easily understood, so we’re using that as our example.

A creature with protection from blue has the following abilities:

- * It can’t be blocked by blue creatures.
- * Any damage it takes from a blue source, including any blue attacking creature that it blocks, is reduced to 0.
- * No blue spells or effects can specifically target it. Any blue spells or effects that don’t target that creature in particular (such as a blue spell that affects “all creatures”) still affect it, but if the spell deals any damage to the protected creature, that damage is reduced to 0.
- * No blue enchantments can be played on the creature. Any blue enchantments already on the creature are destroyed when it gets protection from blue.



So, for instance, if you power up a Pestilence, the Priestess’ White Knights (which have protection from black) will be fine. The effect of Pestilence is non-targeted, so the damage will reach the Knights, but the damage will be reduced to 0 by their protection. On the other hand, if she plays Wrath of God (a white spell that buries all creatures in play), your Black Knights (which have protection from white) will be buried along with everything else, since the effect is non-targeted and doesn’t deal any damage. Protection doesn’t save the creature from being put in the graveyard through means other than damage. Just remember that protection is not complete invulnerability, and you should have no problems.

If, when attacking, you band a non-protected creature with a creature that has protection from some color, your opponent can block the non-protected creature with something of that color, and the blocker will indirectly block the protected creature. That's the only way (short of enchantments) that a Black Knight and White Knight can ever fight each other. If that happens, you can assign all of the damage to the protected creature, which will reduce the damage to 0.

REGENERATION



Some creatures have the ability to regenerate, usually with an activation cost attached. If such a creature takes enough damage to send it to the graveyard (lethal damage), you can pay the activation cost for its regeneration ability and prevent it from dying—keep it from reaching the graveyard. This erases all the damage done so far this turn to the creature.



Regeneration is not one of the “damage prevention” fast effects that you are allowed to use during damage prevention steps. You can use regeneration only at the time when a creature is about to go to the graveyard.

Keep in mind that this ability doesn't allow regenerating creatures to come back from the dead; if you don't pay for the regeneration, the creature goes to the graveyard and stays there like any other creature.

For example, Drudge Skeletons is a black 1/1 creature with the ability “♣: Regenerate.” If your Skeletons card takes lethal damage, no matter how much, you can save it from going to the graveyard if you pay ♣. If it is killed again the same turn, you may spend another ♣ to regenerate it again. If you don't pay this cost, it goes to the graveyard and stays dead.

You can also regenerate a creature that's been hit with a spell or effect that “destroys” it or “kills” it, even though those effects don't deal actual damage. For example, if I block a Battering Ram (which destroys walls that block it) with my Wall of Brambles (which has a built-in regeneration ability), the Wall will be destroyed at the end of combat, but I can pay one green mana to regenerate it.

A regenerated creature doesn't actually go to the graveyard, so it doesn't trigger any effects—good or bad—that would have been caused by it going to the graveyard. Examples of these include Creature Bond (an enchantment that deals damage to a player when the enchanted creature goes to the graveyard), Sengir Vampire (a creature which gains a +1/+1 counter whenever something it damaged that turn goes to the graveyard), and Soul Net (an artifact which lets you pay 1 to gain a life whenever a creature goes to the graveyard). None of these special effects will happen if the creature regenerates.



When a creature is regenerated, it returns to life tapped and fully healed. All of the enchantments on the creature remain. Not only this, but all special effects that were applied to the creature remain, as well. The only thing regeneration does is allow the creature to ignore any damage it has taken so far this turn. This rule can both help you and hurt you. For example, if a fast effect gives your creature +3/+3, and then you have to regenerate it, the creature will still have the +3/+3; that's a help. However, if a fast effect reduces your creature to 0 toughness, and you try to save it from the graveyard by regenerating it, the creature will still have 0 toughness; it will just keep trying to go to the graveyard until you run out of mana or give up and stop regenerating it.

Creatures killed while they are tapped can still be regenerated.

If a creature gets hit with a spell or effect that “buries” the creature, it can't regenerate and goes directly to the graveyard. The same is true for any creature that is sacrificed. You can't regenerate a creature that is removed from the game, either; such a creature must be set aside and returned to its owner only when the game is over. (Note that some cards say that they ‘destroy’ or ‘kill’ a creature. This is the same as if the card read “deals lethal damage to” the creature. You cannot use damage prevention effects to lessen this damage, but the affected creature can be regenerated.)



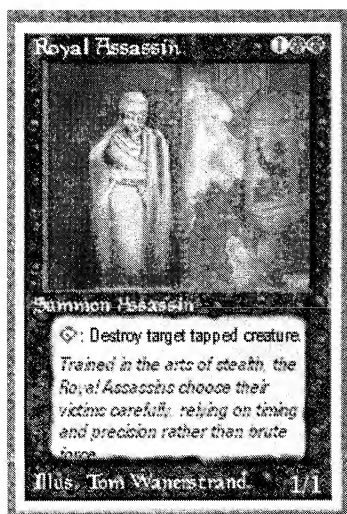
Once a spell or effect that buries a creature is successfully cast, *nothing* can prevent that creature from going to the graveyard. Of course, you can still try to prevent or counter the burial with interrupts *before* it is successfully cast.

Note that you can't regenerate something just because you want to. You can only regenerate something if it is about to go to the graveyard. You could cast a Regeneration enchantment on one of your opponent's creatures and activate it to save the creature from the graveyard if you wanted to keep the creature alive for some reason, but you couldn't activate it when the creature was healthy as a sneaky way to tap the creature.

If a creature regenerates during combat but before the damage dealing step, then it doesn't deal or receive any damage. This rule means that it is always possible to stop a creature from damaging you or another creature during the damage dealing part of the attack—if you have a way to destroy it. If the creature doesn't regenerate, it goes to the graveyard; thus, it doesn't deal damage. If the creature *does* regenerate, it's prevented from dealing damage by this rule.

For example, if a Witch's Drudge Skeletons (a 1/1 creature with the ability to regenerate for ♠) is attacking you, then before the damage dealing part of the attack, you have time to use a fast effect to destroy the Skeletons. If you have a Royal Assassin, which can destroy any tapped creature as a fast effect, then you can use your Assassin on the Skeletons now, since it's attacking and thus is tapped. Since the Skeletons has just been hit by an effect that is trying to destroy it, the Witch must decide whether or not to regenerate her Skeletons. If she doesn't, then the Skeletons will be sent to the graveyard immediately, before the damage dealing part of the combat. Thus, the Skeletons will not be able to deal damage in combat. If the Witch regenerates the Skeletons, then, by the previous rule, the Skeletons will not be able to deal or receive damage during the damage dealing part of the attack.

73



Regenerating stops the creature from dealing or receiving damage, but it doesn't stop any special effects the creature has. Since the creature is not removed from the attack, any special effects caused by its attacking or blocking will still happen—even if those effects include damaging some target.

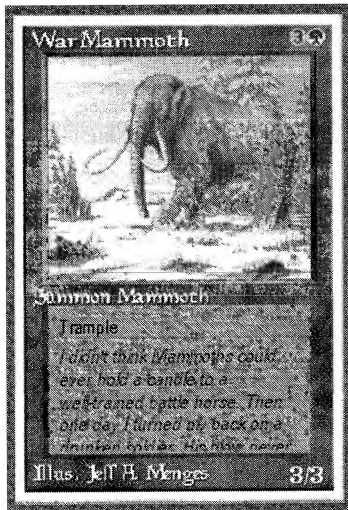
To continue the same example, if the Skeletons card had had a Venom on it (an enchantment that causes all non-Wall creatures blocking the enchanted creature to be destroyed at the end of combat) and you had been silly enough to block the Skeletons with your Royal Assassin before destroying it with the Assassin's special ability, then the Assassin would be destroyed at the end of combat (by the Venom effect), even though the Skeletons was destroyed and dealt no damage in combat—and *regardless* of whether the Skeletons regenerated.

TRAMPLE



In combat, any “extra” damage beyond what is needed to kill a blocking creature doesn't ordinarily carry through to damage the defending player. Normally, only unblocked creatures can ever damage an opponent. Creatures with the ability *trample* get around both these restrictions.

If an attacking creature has trample, it can roll right over defending creatures and deliver any unabsorbed damage to the defending player. For example, if your opponent's Scryb Sprites (1/1) blocked your War Mammoth (3/3, trample), the Sprites would die and the “extra” 2 damage would carry through and hit your opponent. This damage is called trample damage.



Trample only matters when an attacking creature with trample is blocked. Trample has no effect when the creature with trample is defending or using a special ability. Also, if all the blockers of an attacking creature with trample are removed before damage dealing, the attacker will deal its full damage to the defending player—even though it's still considered blocked—since there is nothing to absorb any damage. So if the Sprites that blocked the Mammoth had been killed by a Prodigal Sorcerer before damage dealing, the Mammoth would have dealt all 3 damage to the defending player. Even if the Sprites were regenerated from the Prodigal Sorcerer's hit, the Mammoth would still deal all its damage to the player, since a creature that regenerates before damage dealing can't have any combat damage assigned to it.

The damage from a creature with trample will only spill over if the blocking creature actually takes lethal damage. Reducing or preventing the damage will reduce or prevent the spillover. If the blocker has an ability or enchantment that reduces the damage it receives to 0, such as protection or Uncle Istvan's special ability, then there will be no damage left to spill over and the defending player won't take any damage. Similarly, if a 2/2 Ogre blocks a 3/3 War Mammoth and you use a Samite Healer to prevent 1 damage to the Ogre, then no damage will spill over to the player. Regenerating the blocker doesn't prevent the damage, though; if you regenerate a creature with trample damage on it, the extra damage will still move to the defending player.

When you're resolving combat damage from multiple creatures, trample damage is always assigned last. That way, the maximum amount of damage gets through to the defending player. This may not make much sense if you haven't read about combat yet, but it's important.

Timing

Usually, figuring out what happens in what order during a duel—and what you are and are not allowed to do at certain times—is pretty easy. Sometimes, though, things can get complicated. *Magic: The Gathering* has strictly enforced timing rules that cover every situation. You don't really need to know the timing rules, since you can't do anything about them, but if you don't understand something that happened to you in a duel, the answer might be here. Also, knowing the rules can help you use them to your advantage. Fair warning: these timing rules might be a little difficult to understand if you haven't already played at least a couple of duels.

A couple of general comments are in order before we begin. First, all of the fast effect timing rules apply equally to spells and to non-spell effects. So whenever you see "cast" in this section, it really means "cast a fast effect spell or activate an effect." Second, keep in mind that playing a land is not casting a spell, and thus it doesn't follow the spell rules. You can't respond to or interrupt someone putting a land into play, and you can't play a land as a response to your opponent's actions or during the casting of a spell.



Drawing mana from a mana source is neither a spell nor an effect. You cannot respond to or interrupt the use of a mana source.

RESPONSE RULE

Every time you take an action during your turn, both you and your opponent have an opportunity to *interrupt* it with interrupt-speed fast effects. Once all the interrupts have been resolved, the action either is countered or succeeds. If it is successful, both you and your opponent then have an opportunity to *respond* to it with instant-speed fast effects. The same opportunities exist during her turn.

Responses count as actions, so it is possible to respond to a response, respond to a response to a response, and so on. It is also possible to interrupt an interrupt and interrupt a response, but you cannot respond to an interrupt.

Although the interruption and response steps are not always evident, especially if no one chooses to use them, don't take that to mean that they're not there. Most of the time, your opponent won't respond to every single action you take, but she still has the opportunity.

Damage prevention is a special type of response step that only occurs at specific times.

The tough part is figuring out what happens—resolving the effects—after everyone is done tossing fast effects around.

RESOLVING EXISTING EFFECTS

96



Before you get too excited about resolving all kinds of fast interrupts and responses, you need to resolve the existing effects. This includes the continuous effects of permanents in play—the ones that are always on and have no activation cost—and the results of previous effects that have already been resolved. That way, you'll know exactly what state everything is in when you start to resolve the fast stuff. Normally, this isn't a problem—but what happens if you cast an enchantment that changes one of your opponent's lands into an island, and on the next turn your opponent casts an enchantment on the land to turn it into a mountain, and then on the next turn you cast another enchantment on the land to turn it back into an island? None of these enchantments were countered or removed, so they're all sitting there on top of the land. Obviously, the land can't be both an island and a mountain at the same time!

Whenever you have multiple existing effects in play, apply them in the order that they occurred. So, your first enchantment would change the land into an island. The next turn, when your opponent casts her enchantment, the land would turn into a mountain. Later, when you cast your second enchantment, it would turn into an island again. Even though the first two enchantments end up being irrelevant, they remain on the land. After all, there are ways to turn your opponent's enchantments against her, and you wouldn't want to miss the opportunity to do that, would you?

The order in which the spells are cast can sometimes make a difference even for permanents that aren't placed on top of the same card. For example, consider Conversion, which turns all mountains into basic plains, and Phantasmal Terrain, which turns the land it enchants into a basic land of the caster's choice. If you have an island that's been turned into a mountain with Phantasmal Terrain, and someone then casts Conversion, the phantasmal mountain will be turned into a plain. If the Conversion was cast first, however, and then the Phantasmal Terrain, the land would stay a mountain.

Remember, though, that putting a land into play is not a casting; thus a mountain brought into play after the Conversion is in play would become a plain immediately; it would require an effect cast after the Conversion to make it a mountain again.

RESOLVING FAST EFFECTS

Now that we've got existing effects out of the way, here comes the fun part—resolving all those fast effects. First, let's talk about interrupts.

You can use an interrupt whenever any player takes an action—casts a spell or uses an effect. The interrupt happens *before* that action is successfully completed, and might prevent it from completing successfully. Note that you only have one chance to interrupt any particular spell or effect. (That does *not* mean only one interrupt per player per spell; you can use multiple interrupts during your chance.) Once you choose not to do so, you cannot change your mind later.



Interrupts always happen “faster than instantly” and are the only type of effect that can truly counter another effect, though not all of them do. Interrupts are resolved immediately after they are cast, unless they themselves are interrupted. If one interrupt interrupts another interrupt, the second interrupt is resolved first. That way, it can truly interrupt the first one. This is how interrupt stacks (batches) are born, and how they are resolved—the last one cast takes place first, then you work your way backwards to the first one. (That’s called the LIFO rule—“Last In, First Out.”)



If both players decide to interrupt the same spell or effect (yes, you can interrupt your own spells), the player who took the action in the first place gets to go first. For example, say you cast a Gray Ogre (a red creature), and your opponent wanted to interrupt that casting. Before she has a chance, you have the option to interrupt your own summon spell. You decide to use Thoughtlace, turning the summon spell into a blue spell and, consequently, the Ogre into a blue creature. Now, you have the option to interrupt your interrupt, which you decline.

Your opponent, who wanted to use a Blue Elemental Blast (an interrupt that can counter any red spell) to destroy the Ogre, looks momentarily frustrated. Your Thoughtlace makes the Ogre an illegal target for her interrupt. Her face brightens, however, when she remembers that she, too, can interrupt your interrupt. She casts a Counterspell on your Thoughtlace. Now, once the interrupts resolve, she will be able to use her Blue Elemental Blast. She now has a chance to interrupt her Counterspell, which she declines. You may interrupt her Counterspell, but you also decline. The interrupts are resolved, and the Gray Ogre remains red—but is *still* not successfully cast.

You decline to interrupt your original spell again. Now comes your opponent’s turn to interrupt the original spell. Feeling confident because you have already used your one chance at interrupting your own spell, she casts her Blue Elemental Blast. She has a chance to interrupt her action, and she declines. What she has forgotten is that now you have the option of interrupting her interrupt. You cast your own Counterspell on her Blue Elemental Blast. You and then she now have the chance to interrupt the Counterspell, which you both decline. The interrupts resolve, and the Gray Ogre is (finally) successfully cast.

An important thing to notice in that example is that no more than one interrupt at a time ever targets the same spell. Each interrupt stack was resolved before another could begin, and both player's chances at interrupting were resolved before the original action could take effect.

Got that? Now let's look at the other type of fast effect.

You can cast an instant—a non-interrupt fast effect—at any time during your turn when fast effects are allowed. You can also cast an instant during anyone's turn in response to any action, including another instant. The only exception is that you can't cast an instant as an interruption to an action, only as a response. You can also cast an instant in response to your opponent announcing her intention to end most (but not all) phases.



Any fast effect that is not cast as an interrupt is considered an instant. Even a card that says "Interrupt" is used as an instant if it is cast in response to an action, rather than as an interruption to that action. These are called "non-targeted interrupts" because they are not interrupting (aimed at) the specific spell or effect being cast. That doesn't mean that they can't have targets, just that they don't target the spell being cast.



If a player casts an instant in response to an action, either player may respond to that response (because the response itself is an action), which creates a "batch" of responses. Such a batch of instants—responses to responses to responses—is resolved last to first (LIFO), just like an interrupt stack. Unlike during an interrupt stack, however, in a batch of instants the active player (whose turn it is) always has the first chance to respond to any action.

The player whose turn it is has an advantage with this sort of thing. If both players want to cast a response spell at the same time, the one whose turn it is always gets to go first—just like interrupts. However, instants also resolve in last-to-first order like interrupts. Be careful of the timing.



For example, say you summon a creature, and you know your opponent has Terror (an instant that buries one non-black, non-artifact creature) in her hand. You have a Deathlace (an interrupt that changes the color of a card in play to black), but forget to cast it as an interrupt to your summon spell. Once your creature is in play, you *could* respond to your own spell by casting the Deathlace on it. In that case, because the Deathlace would not be cast as an interruption to the spell, it would be treated as an instant. If your opponent responded by casting the Terror, the spells would form a batch and resolve in last-to-first order. The Terror would resolve first and bury the creature before the Deathlace took effect. Being a smart *Magic* player, you would wait until she cast the Terror, then use the Deathlace—*not* to interrupt the Terror, but as an instant targeting the creature. The effects resolve last to first, so the creature becomes black, and is an illegal target for the Terror.

One question that's been asked many times is whether you can ruin your opponent's spell by casting Mana Short (an instant that taps lands and drains the mana pool) at just the right time. The answer is no. Since you can't interrupt a mana source, and tapping a land for mana is always a mana source, you can't wait for your opponent to tap a bunch of land and then cast Mana Short right before she casts her spell.

If your opponent casts a permanent, you can't interrupt that with any fast effect that targets the permanent, because the permanent isn't in play until the spell resolves successfully. So, for example, if you cast Immolation on one of her creatures, she can't cast Disenchant on the Immolation until after that whole batch of effects has resolved and creatures are checked for lethal damage. If the Immolation drops the creature's toughness to 0, it will die before she gets a chance to use the Disenchant. Disenchant isn't damage prevention, so she can't cast it to save the creature.



Damage dealt by fast effects is applied and must be reckoned with as soon as the effect takes place, not at the end of the batch. Whenever damage is dealt, everything pauses for a damage prevention step.



Keep the following guidelines in mind when resolving fast effects:

- 1) Damage is resolved and creatures are checked for death whenever any effect resolves. This includes checking a creature whose toughness is lowered due to an effect. If a creature's toughness drops to 0 or less, or it is "destroyed" or "killed" during a batch or stack, it goes to the graveyard unless it is regenerated. "Buried" creatures cannot be regenerated. Any regeneration and death effects take place right away, before the resolution of effects continues.
- 2) Every effect that deals damage (*not* "destroys" or "kills") generates a damage prevention step. Everything else goes on hold for a moment while you deal with damage prevention, healing, and redirection. (This happens before the regeneration noted above.) Normally, you can't begin any new spells or effects until the entire batch has finished resolving, but damage prevention is the exception to every "you can't cast spells now" rule.
- 3) Remember that destroying the source of an effect doesn't prevent the effect itself from happening. (Once a grenade has been lobbed, it does no good to shoot the creature that threw it.) The only way to actually counter an effect is with an interrupt that prevents the effect from being launched.
- 4) Removing or altering the target of an effect, on the other hand, can sometimes prevent the effect. If the target of an effect disappears or becomes invalid before the effect is resolved, that effect fails; you can't choose a different target once the effect is cast.

Last, but not least, spells and effects that affect both players at the same time always resolve their effect on the active player (the player whose turn it is) first. A player can never lose the game *during* the resolution of a spell or effect, however. That means that if both players lose the game during the resolution of a single spell or effect, the game is a draw.

AN EXAMPLE

An example would probably be pretty welcome about now. Let's say that you have a Grizzly Bears (2/2) in play, and you want to attack with it. Your opponent has a lot of creatures to block with, but none of them fly. So you cast Jump, a blue instant that grants flying until end of turn, on the Bears. Your opponent *interrupts* by targeting the Jump with a Red Elemental Blast (REB), a red interrupt that destroys any blue spell being cast. You respond by targeting the REB with a Blue Elemental Blast (BEB), a blue interrupt that destroys any red spell being cast.

Neither of you wants to cast more interrupts, so the REB and BEB resolve. The REB tries to interrupt and destroy the Jump, but the BEB interrupts and destroys the REB before it can do its job. This means the Jump is successfully cast. That doesn't make the Bears airborne yet, though.




Your opponent *responds* to the Jump by casting Terror (an instant that buries a creature) on the Bears. You respond to the Terror by casting Unsummon, a blue instant that allows you to take a creature back into your hand, on that poor, beleaguered Bears. You'd both love to go on like this forever, but for now you're out of mana. It's time to resolve this batch.

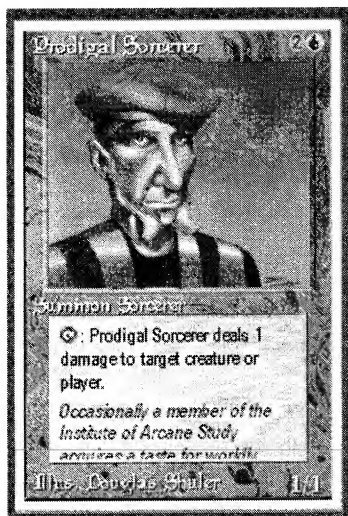
The last in was the Unsummon, so it resolves first and returns the Bears to your hand. Next comes the Terror. Since the Bears isn't around anymore, the spell fails and goes to the graveyard. Your opponent can't choose a new target for it; the target must be announced at the time the spell is cast. Finally, the Jump is cast at the Bears. Without a target, this spell also fails.

Note that the REB and BEB are both resolved *before* the Terror is cast. Thus, the Terror was actually cast in response to the Jump, once your opponent determined that the Jump had made it through the interrupts without being countered—since instants can't be cast in response to interrupts.



Remember that if any of these fast effects had dealt any damage, the damage would have been applied immediately and would have generated a damage prevention step before resolution could continue.


TAPPING AS A FAST EFFECT

As we noted before, if you have a permanent with a  ability in play and someone casts a spell to tap that card, they don't get to use the special ability and the card being tapped doesn't force you to use the ability. The ability is only powered when you tap the card specifically to pay for the ability.



However, if you want to use the ability at that moment, you probably can! Your opponent's spell (unless it's an interrupt) won't be resolved until you have the chance to respond with as many fast effects as you want, so your permanent won't be tapped yet.

Using the  ability of a non-land permanent is an instant (unless it produces mana), so you can respond to your opponent's spell by activating this ability, tapping the card yourself to pay the  cost. When the effects finally resolve in last-to-first order, your opponent's spell will just be trying to tap an already-tapped card, which doesn't do anything. (No, it won't untap it again, even if the spell was Twiddle; when you cast Twiddle, you announce whether you're tapping or untapping, and you can't change it later even if you want to.)

If your opponent's spell *was* an interrupt, then you wouldn't be able to respond by using a non-interrupt fast effect like the  effect, but you could still interrupt her interrupt with some other interrupt.

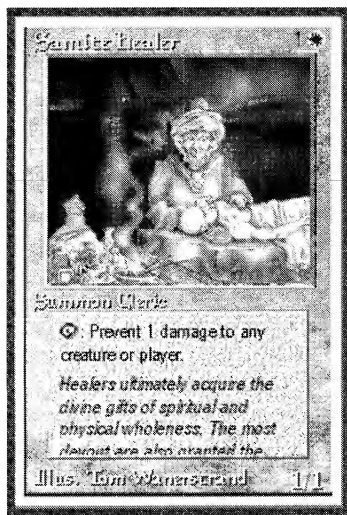
DAMAGE PREVENTION

At any time when damage is done to a creature or player—and *only* when damage is done—a damage prevention step occurs. During this step, as you've already learned about the damage prevention step in combat, only damage prevention effects (including prevention, healing, and redirection) can be used.



Regeneration is *not* damage prevention. After the damage prevention step, if a creature still has lethal damage, it may be regenerated.

A single damage prevention step occurs after any damage dealing step in combat (either damage dealing from first strike creatures or normal damage dealing) in which any creature or player is damaged.



A single damage prevention step also occurs after the resolution of any spell or effect in which any creature or player is damaged.



Damage dealt by fast effects is applied and must be reckoned with as soon as the effect takes place, not at the end of the batch. Whenever damage is dealt, everything pauses for a damage prevention step.

Even in the midst of a batch of effects, there is a damage prevention step after resolving any single spell or effect that damages or destroys one or more permanents. All permanents destroyed by the spell or effect are processed in that single damage prevention step.

GOING TO THE GRAVEYARD



To reiterate in exact terms, a permanent is never “on the way to” the graveyard. At the end of the appropriate damage prevention step, if it has lethal damage or is the target of a successfully cast “destroy” or “kill” spell or effect and is not regenerated, it is in the graveyard. If it is the target of a successfully cast “bury” spell or effect, it is in the graveyard. Otherwise, the permanent is still in play.

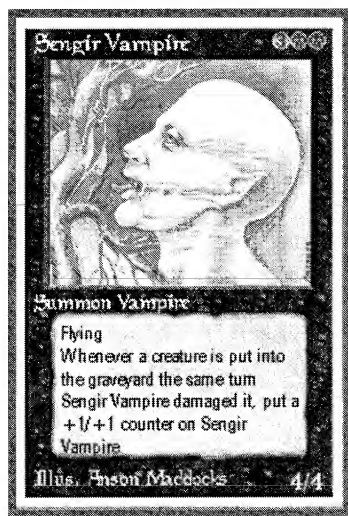


The fact that a permanent is either in play or in the graveyard, never “on its way” from one to the other, means that a permanent that has taken lethal damage may still be sacrificed. Of course, the timing of the sacrifice effect must be legal.

A spell that will not become a permanent (an instant, interrupt, or sorcery) goes to the graveyard once it has been resolved successfully or countered; it does not go to the graveyard as soon as it is played.

Token creatures sent to the graveyard are momentarily put into the graveyard before being removed from the game. Hence, token creatures sent to the graveyard *do* generate effects that are triggered by creatures being put into the graveyard.

TRIGGERED EFFECTS



Triggered effects are effects that only happen or can only be used when a certain event occurs—for example, the Sengir Vampire gets +1/+1 when a creature it damaged is put into the graveyard.



To clarify, triggered effects that are triggered by an event that occurs during the resolution of a spell or effect (in the middle of a batch, for instance) happen at the time the triggering event occurs; they do not wait until the end of the batch or stack.

A damage prevention step occurs for any triggered effect that causes damage.

FAST EFFECTS AND PHASES

When the player whose turn it is declares the end of a phase, the other player can use fast effects in response to this announcement. Any such response cancels the end of the phase, thus giving the active player additional opportunities to take actions during that phase.

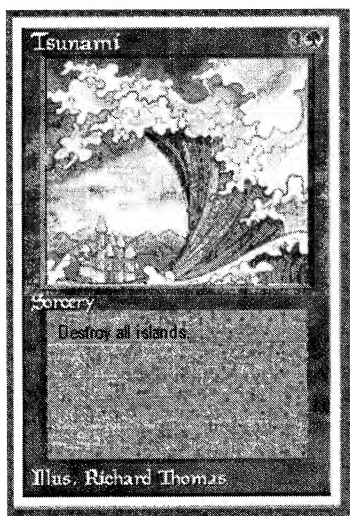
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Certain effects can only be used or must be used during a particular phase (for example, untapping a Brass Man during the upkeep phase). All such effects are treated as if they were instants. Any of these effects that does not have an activation cost can only be used *once* during that phase.

Untap costs (like that for Brass Man) are an exception to the “once per phase” rule. Untap costs can be paid multiple times during upkeep. (For example, if your opponent used Twiddle to tap your Brass Man after you had paid to untap it, you might want to pay—and untap it—again.) Remember, though, that you must always pay either the entire untap cost on a permanent or none of it.

Remember also that if a permanent has an upkeep cost, you may not use any ability of that permanent that requires an activation cost until you have paid the upkeep cost of that permanent.

A Few Extra Rules



As long as there are loopholes in the rules, some people will try to twist them to their advantage. Over time, the complexity of card interactions (and human nature) has forced Wizards of the Coast to issue several rules clarifications and interpretations of the cards. Where possible, the new rulings have been integrated into the rules you've already read. A few didn't really fit anywhere else, and the most important of these appear below.

Note that the game software strictly enforces all the rules, so you don't really *need* to know these. If you don't understand why something works the way it does, however, the answer might be here.

CARDS OUT OF PLAY

Unless specifically stated on the card, spells and effects do not interact with cards that are not in play. For example, a spell that says "destroy all islands" affects only islands in play.

Cards that are not in play have no "memory" of whether they were ever in play nor of anything that may have happened to them while they were in play (including the effects of interrupt spells).

COUNTERS

All counters with the same name represent the same type of counter, so any effect that affects a certain type of counter affects all counters of that type, regardless of the source of the counter.

GRAVEYARDS

Cards sent to a player's graveyard are always put on the top of that graveyard. If multiple cards go to a graveyard at exactly the same time, the owner of the cards chooses the order in which they are put there.

You can't reorder cards in any graveyard unless a spell or effect specifically allows or instructs you to do so.

FORCED EFFECTS

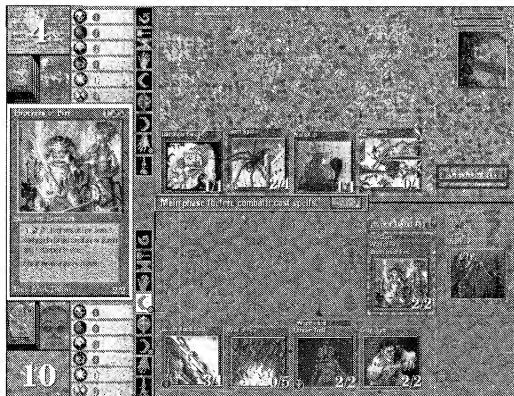
If a card instructs or forces a player do something, that player must try to follow the instructions using his or her existing resources (creatures in play, mana in the mana pool, etc.), but that player is *not* required to cast spells or use effects to get those resources unless specifically instructed by the cards to do so.



9. Dueling in Shandalar

The dueling rules for *Magic: The Gathering* were originally developed before the plane of Shandalar was discovered. Shandalar is quite an unusual place, but the dueling rules are like the laws of physics—they're applicable everywhere, regardless. Though Shandalar enforces the law a little differently and has a few quirky local ordinances, the essentials are the same. Think of this section as a sort of travelogue, meant to introduce you to the local dueling customs.

Strict Enforcement



As the game of *Magic* has developed, so have the rules. Earlier editions of *Magic* used slightly different sets of rules, and the wordings on the cards have also changed over time. The rules have gradually become clearer and the cards easier to understand, without substantially altering the game. In most cases, later editions of the rules have clarified the old rules rather than changing them.

If you're an experienced player, familiar with older rules, you might find that dueling in Shandalar works differently than you expect. That's because in Shandalar, the rules used are the official interpretations supplied by Wizards of the Coast. These up-to-date rules are ruthlessly enforced, and there is no room for negotiation, argument, intimidation of your opponent, or weaseling your way through loopholes.

Tough luck, all you whiny rules lawyers.



This version of *Magic: The Gathering* enforces the official *Fifth Edition* rules.

Advantaged Duels



The major differences between dueling elsewhere and in Shandalar are the myriad advantages and disadvantages that you might carry into each duel. The most obvious example is your life total; in all the other known planes, a duelist begins every duel with exactly 20 life, regardless of his or her experience or power. In Shandalar, the characteristics of mana are strange and unique—how much life you carry into a duel depends on how many cities you have mana links with. Each creature you might duel, too, has a different life total, depending on how much energy its master has spent in creating or summoning it.

On top of this, every duel you fight could affect the next duel. A defeated or victorious creature might choose to curse you with a serious disadvantage (a decreased life total, for example). Alternatively, some creatures might grant you a boon (a free creature on the table before the duel even begins, for instance). Further, any creature you choose to duel might enter the contest carrying a similar advantage or disadvantage of its own.

You might also find advantages speaking to the Wise Man in a village or city.

Last, but certainly not least important, are the strange overriding enchantments that most dungeons and castles have in constant effect. These have been erected to give the defenders of the place an advantage over any intruder, and they do. Of course, it is possible to use them to your advantage.



Before the Duel Begins

There are a couple of minor things you must take care of before the actual duel begins—deciding who goes first and making sure both players are able to play.

FIRST PLAY AND FIRST DRAW



This procedure is new to the Fifth Edition rules.

In every duel, one player plays first and the other draws first. Who does which is decided by the player who wins a coin toss (unless one player has a preexisting advantage). The player who gets First Play does not draw a card during her first turn. Rather, she plays that turn with whatever cards are in her hand. The player who gets First Draw plays in turn after the first player, and draws as usual.

MULLIGAN

To begin the duel, both players draw seven cards to fill their initial hands. If either player draws no land in this seven cards or draws all land, then that player has the option to declare a *mulligan*. There is no requirement to declare a mulligan, it is entirely the decision of the affected duelist.

If either player declares a mulligan, that player must shuffle her hand back into her deck and draw seven new cards to make an initial hand. The other player has the option to do so as well. Again, the other player is not required to redraw—it's optional.

If either player draws a mulligan hand a second time, that's just too bad. Each player has only one chance to redraw, and once that's used or waived, the duel begins.

The Dueling Table

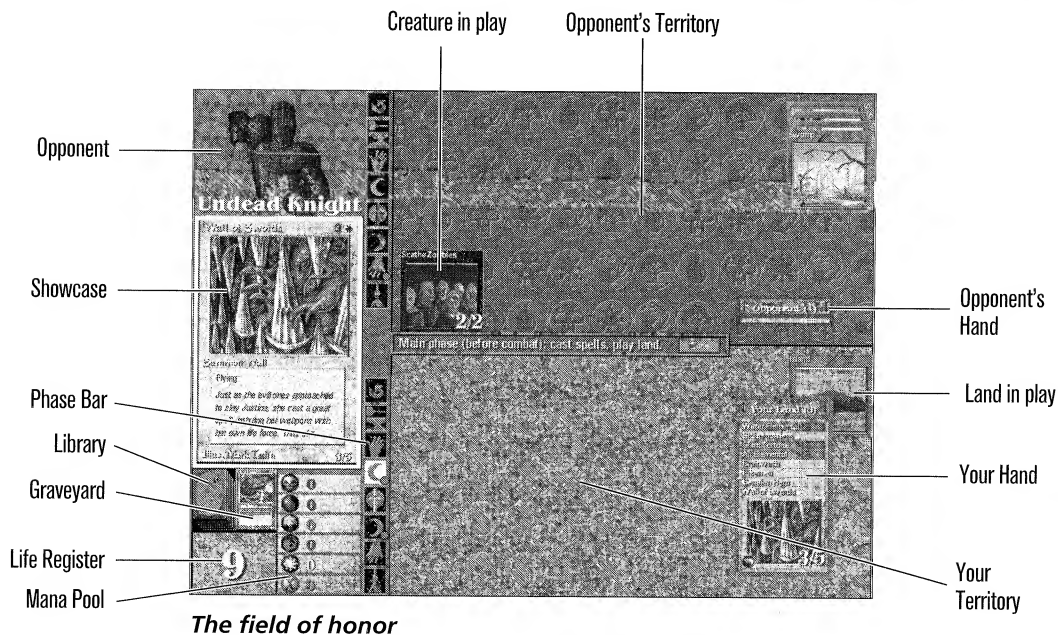
In Shandalar, all duels are conducted on the same table. Vital functions are performed automatically, and the layout is for the most part not configurable. In general, you can:

- ✱ right-click on any active area on the table (a card, for example) or on the table itself to open a mini-menu of options
- ✱ click to activate some areas of the table (cards in your hand and mana sources, to name two)
- ✱ click and drag to move a card or window from place to place



Read on for the details.

Please note that the **Dueling Table** description in this section refers to the *Standard* layout. The *Advanced* layout is a little different. All the necessary parts and functions are the same; they're just in slightly different places.



TERRITORIES

By far the largest areas of the dueling table are your territory and your opponent's. The lower territory is yours, the upper belongs to your adversary. These areas contain all of the cards in play.

When you right-click on either territory, a mini-menu pops open. Depending on the situation, one or more of these options is available:

ARRANGE CARDS straightens up the cards in play in the territory where you right-clicked. This has no effect on the duel, it just makes things neater. (You can also double-click on a territory to do this.)

CANCEL is a convenient way to cancel a spell or effect. You can sometimes use the **Cancel** button on the **Situation Bar** for the same effect.

CONCEDE announces to your opponent that you're giving up, accepting a loss rather than continue this duel. You must confirm this decision.

DONE signals that you're finished with the current phase or spell, or that you do not wish to take advantage of the current opportunity to use fast effects. However, this option does not simply move you on to the next phase or action. Rather, it tells the "referee" that you do not intend any action until (1) you reach a phase that has a **Stop** on it, (2) an action or decision is required (during your turn, this can be the case in *every* phase), or (3) you are able to use a fast effect. (Note that "able to" means that you have a fast effect handy *and* you have the mana available to use that effect.) You can sometimes use the **Done** or **Cancel** button on the **Situation Bar** for the same effect.

DUEL OPTIONS opens the **Dueling Options** window, which allows you (within limits) to customize the look of the **Dueling Table**. The details are in the next section, conveniently titled *Options*.

GO TO ends the current phase and moves you on to the next one.

HELP opens the **Dueling Help** window. This functions exactly like you expect Windows Help to.

MINIMIZE shrinks the *Magic: The Gathering* window so that you can temporarily pursue other Windows functions.

SAVE GAME appears only if you are playing in the **Duel** (a separate program described later).

SHOW ID TAGS toggles the display of each card's unique ID code. This can be useful when you need to determine exactly which of several otherwise identical cards is the target of a specific spell or effect.

SHOW INVISIBLE EFFECTS toggles the appearance of those effect cards (the temporary yellow cards that pop up all the time) that are not normally displayed.



Every card in play or in your hand has one or more uses. Most cards have a primary use—for instance, you are most likely to use a basic land to generate mana. In most instances, you can simply click on the card to activate that primary function. If a card has more than one possible function, you're prompted to choose the one you want to use. Right-clicking on a card also opens a mini-menu. Other than the options listed above, a card's mini-menu might also contain:

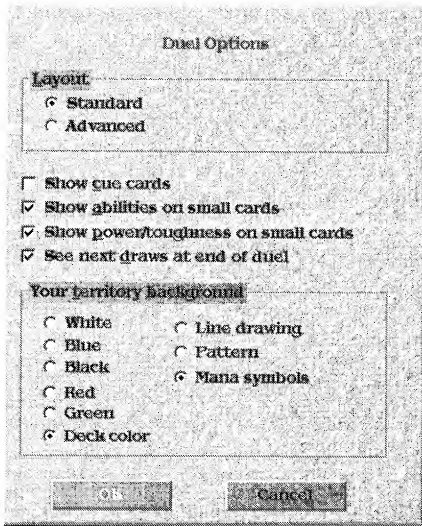
DON'T AUTO TAP marks a land to be ignored—not tapped for mana—when you auto-cast any spell or effect. The only way to tap a locked land is manually, by clicking on it.

ORIGINAL TYPE shows you what this card was when it was cast, before any spells and effects changed it.

SHOW FULL CARD displays the card in the **Showcase**. (When you're using the **Advanced Layout**, this opens a temporary **Showcase** in which to display the card. You can also double-right-click to perform the same function.)

You can also right-click and hold to bring a card in your hand to the front for as long as you hold the mouse button.

OPTIONS



The options in the **Dueling Options** window are a convenient way to customize the **Dueling Table** a bit—for those of you who would like to.

The top box, **Layout**, contains two radio buttons. You can use these to modify the overall organization of the dueling area.

✳ **STANDARD LAYOUT** returns the dueling display to its original form. This layout includes a permanent **Showcase**, but the territories are slightly smaller to compensate.

✳ **ADVANCED LAYOUT** streamlines the dueling area. The **Showcase** is removed (though it appears when necessary), and the other parts of the interface are rearranged to allow the largest possible territories.

Just below the layout options are a few checkboxes. These modify the way certain things are represented during the duel.

- * **SHOW CUE CARDS** controls the appearance of the tiny hints that pop up when you position the mouse cursor over an active location. If you don't like the little tips, toggle the cue cards off.
- * **SHOW ABILITIES** determines whether each creature's abilities (flying and such) are marked on the card by ability icons. If you want to see these reminders, toggle this option on.
- * The **SHOW POWER/TOUGHNESS** check box determines whether or not the *current* power and toughness of each creature is displayed on the card in play. (The **SHOWCASE** always shows the *original* power and toughness.)
- * **SEE NEXT DRAWS** has no effect during the duel. Rather, this controls whether, at the end of a duel, you get to see the next cards you and your opponent would have drawn. (Some players like to know.) Toggle this option off if you don't want to see the next cards.

The box in the lower portion of the window is relevant to the appearance of the background in your territory. (You cannot do anything to change the background in your opponent's territory; it matches the predominant color in her deck.) The list on the left simply allows you to pick the predominant color of your background. The list on the right includes the different types of background art available for each color. Select one option from each.

When you're satisfied with the settings, click the **OK** button. If you decide to abandon your changes, click **Cancel** instead. Note that your option settings are retained for future duels.

HANDS



A small window floating over your territory contains representations of the cards in your hand. Only the title bar of your opponent's hand is visible; this is to keep you aware of how many cards are in that hand. If a card allows you to see the cards in your opponent's hand, the window opens to display them.

For reasons that will become obvious the first time you play a duel, both these windows are movable. To move a **Hand** window, click and drag on the bar at the top of the window. The **Hand** window has a maximum size. If there are too many cards in your hand to display all at once, use the scroll arrows at the top to see the rest. This is a "revolving" scroll, which means that the top cards cycle to the bottom; the number of cards in your hand is always noted on the top bar.

At any given time, some, all, or none of the cards in your hand might be useable. Just for starters, you must have enough mana available, it should be the right phase, and often there needs to be a legal target in play. When all the necessary conditions are met, a card in your hand is useable, and therefore will be highlighted as such.

Click on any highlighted card in your hand to begin casting that spell or, in the case of land, to put it into play. Once you've selected a spell to cast, you must draw enough mana—from your mana pool, land in play, or other mana-producing cards—to power the spell.

In many situations, it matters quite a bit which of your mana is used and which remains available. If you are not in one of those situations, however, and don't care to manage your mana, you can "auto-cast" a spell by double-clicking on it. This is a convenient shortcut, but keep in mind that you momentarily give up control over which of your mana is used.

Remember, for cards with **X** in the casting cost, you must determine the value of X at casting time. If you double-click to "auto-cast" an X spell, *all* of the mana you have available in your pool and from (unlocked) land sources will be put into that spell.

When you must choose a card to discard from your hand, you click on it as if you meant to cast it.

This is just a quick overview; for the details of spell casting, read the section *Spells and Spell Chains*.

SITUATION BAR



Between the two territories (usually) is the **Situation Bar**. This is a reminder to you of what's going on and what you need to do. Depending on what else is on the screen, this bar moves so as to always remain visible.

At the rightmost end of this bar is a **Done** button, a **Cancel** button, or both, depending on the situation. Clicking either is the same as selecting the option of the same name from the mini-menu.



You can also use the keyboard in place of the buttons on the **Situation Bar**:

- * **[Esc]** is just like clicking the **Cancel** button.
- * **[Return]** has the same effect as clicking the **Done** button.
- * If there is only one button, pressing the **[Spacebar]** is the same as clicking on that button.

THE PHASE AND COMBAT BARS



The Phase Bar

The **Phase Bar**, which runs from top to bottom of the screen just to the left of the territories, is the central control for the progress of the duel. Though there are other ways to move through the phases of your turn—mini-menu options and the **Situation Bar**—the **Phase Bar** is probably the most convenient.

First and foremost, the current phase is always highlighted. The top half of the bar represents the phases in your opponent's turn, while the lower half represents your turn. For novice players especially, this can help guide you as to what actions are and are not possible at a given time.

You can move forward ("run") to any phase by clicking on the icon for that phase. (You can also do this by right-clicking on the phase and selecting **Run to** from the mini-menu.) This is a little less simple than it might sound. Whenever you want to, you can click on any phase on either side of the bar. This instructs the computer—acting as referee—that you do not intend to do *anything* until the phase you clicked on. The duel blithely skips through all the intervening phases, then stops. There are a few exceptions, of course.

- * If there are any required actions to perform during a specific phase (dealing with upkeep effects, for example), movement through the phases will stop at that phase until you do what is necessary.
- * If your opponent does something that requires or permits a response (casts a spell, uses a fast effect, declares an attack, or whatever), movement through phases stops so that you have a chance to respond.
- * If you have placed a **Stop** on a phase, progress pauses at that phase.



**Combat
sub-phases**

When the duel pauses to take care of something like this, your original “destination” phase is forgotten. The situation has changed, and your intentions probably have, also.

Now, you might ask, what is a **Stop**? That’s another function of the **Phase Bar**. You can right-click on any phase and select **Mark** from the mini-menu to put a **Stop** on that phase. This is a lasting instruction that you do not want the duel to pass that phase until you have had a chance to do something. Specifically, that phase does not end until you tell it to manually; it cannot pass automatically.

It is important to remember that there is no way to “back up” a phase. Thus, if a situation arises in which you would normally say to your opponent, “Wait a minute. Before the end of that phase, I want to use a fast effect,” you must prepare for that ahead of time. This is what Stops are designed for.

Stops are especially necessary for those fast effects that must be used before combat begins. Once the Combat sub-phase begins, it is too late to use these effects. A Stop on your opponent’s Main Pre-Combat sub-phase is always a good idea.

Attentive players will notice that there is an icon for the Cleanup Phase even though there are no actions you or your opponent can take during this phase.

The **Combat Bar** is a miniature **Phase Bar** that appears during an attack. It functions in exactly the same way as the larger bar; you can even use Stops. This bar has only five icons, representing the sub-phases of combat.

THE SHOWCASE

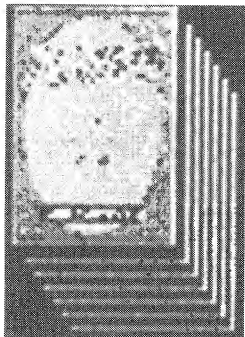
To the left of the **Phase Bar**, in the center, is a big card. As in some other screens, this is the **Showcase**. Whenever the mouse cursor pauses long enough over a card in play, in a visible hand, or even in a graveyard, that card is displayed here. Cards drawn into your hand are displayed when you draw them.

If the whole text of a card does not fit into the text area of the **Showcase**, you can fix that. Right-click on the text area, then click on the **Expand** toggle. This causes the text area to grow, when necessary, to display the entire card text. If the expanded box becomes annoying, you can always toggle **Expand** off again.

Note that the **Showcase** always displays the original card text. Any changes made to a card after it was put into play—modifications to the power, toughness, color, or what have you—are noted on the representation of the card in play, not here. The **Showcase** is a display only; it has no other function.

If you're using the **Advanced** layout, the **Showcase** only appears when you call it, and is otherwise absent. Note that it will normally disappear in a few seconds, but the **Showcase** will not leave the screen if you place the mouse cursor over it. Clicking on it, however, makes it disappear.

LIBRARIES



Immediately above and below the **Showcase** are two piles of face-down cards. These are the dueling decks, each of which is now considered to be a player's *library*. Whenever you draw a card, you draw from the library on your side. The number of cards left in your library is represented—inexactly, as in real life. If you must know, you can right-click on a library to find out the exact number of cards left in it.

Remember, when there are no cards in a library, that player cannot draw and will likely lose during his or her next draw phase.

You cannot manipulate your library unless a card specifically instructs you to do so.

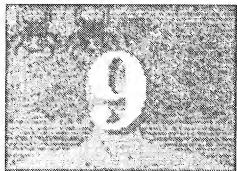
GRAVEYARDS

Next to each library is an area for discarded cards—a *graveyard*. Each player has a graveyard. When a card is discarded or removed from play, as when a creature is killed, it goes into the graveyard. Cards which are removed from the game entirely do not go into the graveyard. (They're stored in what's called the "out of play" area.)

You can click and hold on either graveyard to view its contents. You can't rearrange or remove the cards in any graveyard unless a card specifically instructs you to do so.

You can also right-click on either graveyard to see a reminder of what cards you and your opponent have put up as ante or view cards removed from play or out of the game.

LIFE REGISTERS

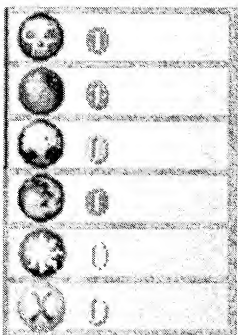


Farther from the **Showcase** than the two card piles are the two **Life Registers**. These simply note how much life each duelist has at the moment. Whenever one (or both) of these is zero or less at the end of a phase or the end of combat, the duel is over.

Poison counters, if a player has accumulated any, are displayed here.

You can right-click on either life register and select **Flip to Face** if you'd rather see your opponent's face.

MANA POOLS



Between the **Life Registers** and the **Phase Bar** are the two **Mana Pools**. Any mana that has been generated but not yet used is represented here. (Note that, technically, all mana passes through the pool as it is generated and used. Normally, however, this is neither visible nor significant.)

When you choose to cast a spell or use an effect that has a mana cost, the **Situation Bar** prompts you to supply that mana; you may choose which of your mana to use and in what way:

- * If there is mana in your pool that you wish to use, click on the area next to the appropriate color button or on the button itself to apply that mana one at a time.
- * To use all of a particular color, double-click in the area representing that color.



DAMAGE MARKERS

Any potential damage that is to be dealt to a creature or player is represented in a territory by a damage marker—a yellow “card” on or near the target of that damage. These markers are necessary during damage-prevention steps, because you often must choose which damage to target for prevention (or redirection). To select damage in this way, simply click on the appropriate damage marker.

Using Your Cards

Knowing what's what on the dueling table is all well and good, but the cards are the important thing.

One thing to keep in mind throughout is to make sure your mouse cursor is actually over the card you intend before you take an action. Sometimes, the cards can get awfully close together, and one bad accident might cost you the duel.

For convenience, the cards you can use at any moment during the duel are highlighted. For example, if you have no cards yet in play, all of the land in your hand is highlighted, since those are the only cards you can do anything with at that moment. Of course, just because you *can* use something doesn't mean you *should*.

If you need to read a card to be reminded what it is and can do, move the mouse over it. The full card is displayed in the **Showcase**.

LAND



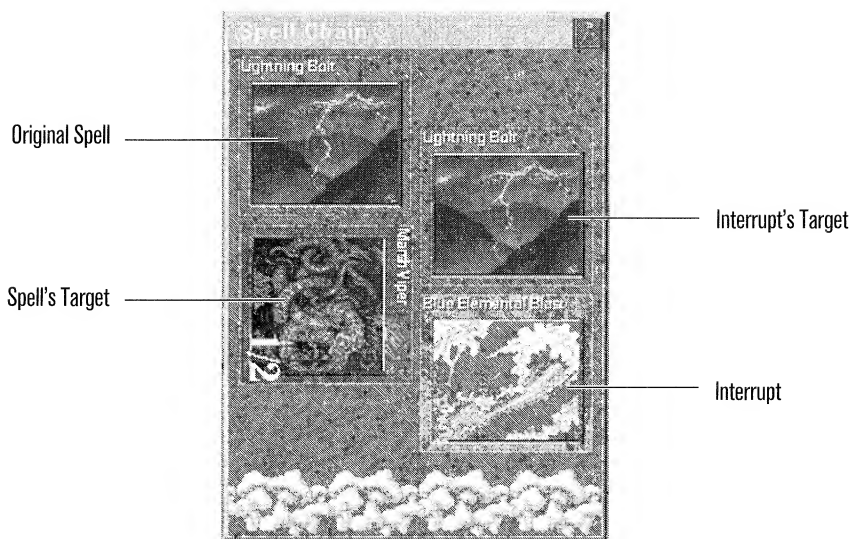
You can put one land into play during the main phase of your turn. If you have a land in your hand, click on it to put it into play. You can also double-click, but the effect is the same.

Once a land is in play, you can tap it for mana at any time. Simply place the mouse pointer over the land you want to tap and click.

Some lands have effects other than, or in place of, providing mana. You're prompted to choose when you click on the land. It's as simple as that. If the effect is a targeted one (damage prevention, for example, which targets damage), you also need to choose a target. When you're prompted, click on any valid target—a card, a damage marker, or whatever.

SPELLS AND SPELL CHAINS

By now you know that the term 'casting a spell' means putting any non-land card into play from your hand (and only from your hand; putting cards into play from other places, like a graveyard, is not considered casting a spell). Any card you can cast is highlighted. Click on it to cast it. You're prompted to provide mana to pay the casting cost. At this point, you can draw mana from your pool, directly from land (though the mana does momentarily pass through your pool), or from any other source you have. Any **X** cost is defined by the amount of mana you tap now.



Alternatively, you can double-click on a card in your hand to “auto-cast” it. The casting cost is taken from your pool and available land sources automatically. If there is an **X** in the cost, *all* of the mana in your pool and available from (unlocked) land sources is funneled into the spell. This can be very convenient, but it takes away your control over what mana is used for the spell. If you want to reserve a particular amount or color of mana for future use, auto-casting is not a generally good idea.

When an **X** cost is what you want it to be, there are two ways to stop adding mana to the spell. One is to right-click on a blank area of your territory—anywhere that won’t be mistaken for an attempt to get mana will do—then choose **Done** from the mini-menu. The other method is to click on the **Done** button on the **Situation Bar**. You can also click on the current phase on the **Phase Bar**, but be careful—you don’t want to accidentally move on to the next phase before you intend to. (Of course, if you’re using all your available mana for **X**, it’s obvious when you’re done.)

If the spell is a targeted one (like *Lifeface* or *Lightning*), you need to choose a target (or targets). When you’re prompted, click on any valid target—a card, a damage marker, or whatever. If your opponent is a valid target, her **Life Register** flips over. To target your opponent, click on the face instead of a card.

If there are any other decisions to make for the spell (the power and toughness of a Shapeshifter, for example), you must make these when you cast it. Once you've finished defining the spell, a *spell chain* begins.

Note that you can minimize the **Spell Chain** window by clicking in its upper right corner. To restore the minimized window, click on the window icon in the center area of the **Phase Bar**.

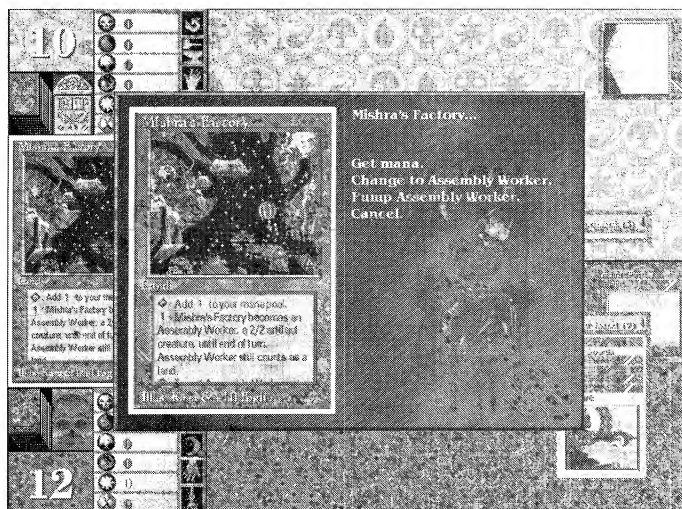
A spell chain is the spell being cast, plus any spells or effects used to interrupt or respond to it, plus any spells used to interrupt *those* spells, and so on until both players have had enough. Your spell does not take effect (resolve) until all this mess is resolved. Let's go over the way this works once more. (As usual, 'you' refers to the player casting the spell in the first place.)

- 1) First, you do everything that's necessary to cast the spell, targeting and all. If neither you nor your opponent is capable of doing anything to respond to or interrupt the spell, that's it; the spell is successfully cast and resolved. Otherwise, if one or both of you have interrupt or response options, the **Spell Chain** window opens. The spell in progress and any cards it will affect directly (targets) are displayed.
- 2) You have the first shot at adding to the chain. This is your *only* opportunity to use interrupts (whether spells or card effects) that target the original spell directly. You can interrupt the spell more than once, but once you have declined to interrupt, your opponent gets her opportunity—you never have another chance. (Remember also that only those interrupts that target spells are viable for targeting the spell being cast, since that card is not yet a permanent of any type.) If you do use any interrupts, they are added to the window. If you choose not to, click the **Done** button (or use the mini-menu).
- 3) If you use an interrupt, that interrupt is added to the chain. Since an interrupt is a spell, once again you and then your opponent have a chance to use interrupts that target this interrupt. As long as at least one of you chooses to use an interrupt, the chain goes on to another step and continues to grow. Both players always have an opportunity (though not necessarily the resources) to respond to any action the other player takes. Remember, though, that as long as any interrupts remain unresolved, neither you nor your opponent are permitted to target the original spell with anything. You can only target the latest spell or effect in the process of being cast.

- 4) If you chose not to interrupt your own spell in the first place, or once your interrupts and all the attendant interruptions have been resolved, your opponent has her chance to use interrupts that target the original spell. If she does so, each of her interrupts and its chain of interruptions are tracked in the **Spell Chain** window.
- 5) If both of you have declined this opportunity, or once both interrupts and any interruptions to them have all been resolved, that's still not necessarily the end of the chain. However, at this point, the status of the original spell changes. Rather than *Trying to Cast*, the spell either has been countered (in which case the spell chain ends) or changes to *Casting*—which means that the spell is successfully cast, but has not resolved yet.
- 6) Next, you have an opportunity to use an instant spell, an interrupt used as an instant, or a fast effect *in response* to the original spell. This may target any permanent in play, but cannot target the original spell (which is not in play yet). Any instant and its target (if any) is added to the spell chain window. Any interrupts to this instant are cast and resolved according to the procedure above before the instant becomes successfully cast.
- 7) Now, your opponent has a chance to use an instant, then you do again, and so on. Essentially, players take turns casting instants in response to each other's instants. (Every one of these instants might be interrupted, too.) When both players decide that no more instants are forthcoming, the chain of instants resolves last-to-first—the last instant takes effect first, then you work backward through the chain.
- 8) Finally, when all the instants have taken effect, the original spell resolves and (if nothing has prevented it), enters play.

After the spell chain resolves and if the card successfully enters play, any continuous or triggered effects caused by the card being in play happen.

CARD EFFECTS



By 'card effects' we mean any of the built-in effects of any permanent already in play. (Though some spells are fast effects, card effects are never spells.) You already know how to use the effects of land cards. Not surprisingly, every other permanent works the same way.

Once a permanent is in play, any continuous effects of that card are active all the time. The single exception is the continuous effects of artifacts. When an artifact is tapped, its continuous effects cease. This does not apply to artifact creatures, of course.

As for the non-continuous effects, you can use those any time the rules allow. Simply place the mouse pointer over the card you want to use and click. If the card has only one possible effect, that's all there is to it. If there are multiple possibilities, a menu offers all the possible effects. (Listed effects which are not at present possible or allowed are greyed out.) Choose whichever effect you want to use. As with the casting cost of a spell, you're prompted to pay all of the activation costs of the effect immediately. If tapping the card is part of this cost, the card becomes tapped. Any \times cost is defined by the amount of mana you tap now.

When an **X** cost is what you want it to be, there are a couple of ways to announce it. One is to right-click on a blank area of your territory—anywhere that won't be mistaken for an attempt to get mana will do—then choose **Done** from the mini-menu. Another is to click on the **Done** button on the **Situation Bar**. You can also click on the current phase on the **Phase Bar**, but be careful not to click on any other phase; you don't want to end the phase, you just want to stop adding mana to a spell. Of course, if you're using all your available mana for X, it's obvious that you're done when you run out of mana sources.

If the effect is a targeted one (like the Prodigal Sorcerer's damage), you also need to choose a target. When you're prompted, click on any valid target—a card, a damage marker, or whatever. If your opponent is a valid target, her **Life Register** flips over. To target your opponent, click on the face instead of a card.

If there are any other decisions to make regarding the effect (a color choice, for instance), you must make these when you activate the effect. Once you've defined the effect, its spell chain begins.

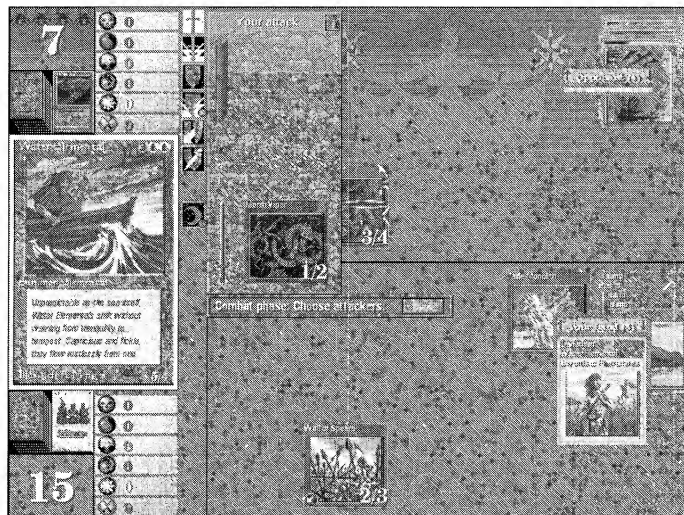
Once the spell chain that the effect begins is resolved, then and only then does the effect take effect.

Combat

At least part of the point of having creatures in play is so that you can have them engage in combat. We've explained the concepts and the rules of combat elsewhere; what follows is more of a how-to than anything else.

DECLARING YOUR ATTACK

Once you reach the Combat sub-phase, your next step is declaring your attack. At this point, the **Combat Bar** takes the place of the **Phase Bar**. This functions exactly as the **Phase Bar** does, except that it marks (and controls) your progress through the sub-phases that take place during an attack.



Those of your creatures which are able to attack are highlighted. Just click on any of your available creatures to add it to the lineup. (If you click on a creature that is not capable of attacking at the time, nothing happens.) As soon as you add the first creature to the attack, the **Combat** window opens. Your attackers line up on your side, and the space on the other side is reserved for (potential) blockers. Be careful! Once you have added a creature to the attack lineup, there is no way to change your mind and remove it.

Note that you can minimize the **Combat** window by clicking in its upper right corner. To restore the minimized window, click on the window icon in the center area of the **Phase Bar**.

If you select a banding creature for the attack, you can choose to have it band with another attacker, rather than attacking on its own. You're prompted to decide this. If you wish to band the creature with another, click on the attacker with which the creature you're ordering around is to band. Otherwise, click the **Done** button. (To skip the option and have the creature not band, you can also double-click.)

Don't forget—banding creatures don't share abilities. If you band a creature without flying with a creature that has flying, you essentially ground the flyer, making its ability useless. The same goes for landwalk abilities. Creatures with first strike still deal their damage first, but those banded with them deal theirs at the normal time. Trample, protection, and regeneration are unaffected.

Note that some cards might force your creatures to attack; in this case, those creatures are highlighted, and you must add them to the **Combat** window.

Satisfied with the lineup? Use the **Done** option on the mini-menu, the **Done** button on the **Situation Bar**, or click a sub-phase on the **Combat Bar**. Now, your creatures become “attacking creatures” and can be the targets of the appropriate fast effects.

Between the attacking player declaring attackers and the defending player assigning blockers, there's a chance for both players to use fast effects. There's no difference between the way you cast and use these fast effects and any other fast effects.

ASSIGNING BLOCKING

Just because you, as defending player, have creatures with which to block doesn't mean you must use them. After your opponent has finalized and announced her attacking lineup, you are allowed to declare your blocking strategy, even if you have none.

All the attacking creatures are shown in the **Combat** window. To make one of your creatures a blocker, click on it. Next, click on the attacker you want your blocker to block. It's as easy as that. One thing to remember is that you can block an attacking creature with as many of your creatures as you like.

It is neither necessary nor possible to band creatures together when blocking. Unless you have a blocking group going up against a banded attacking group, banding is irrelevant—you get to disburse the damage to your blockers anyway. If the attackers are banded, however, your opponent divides up the damage dealt by her attackers—unless at least one of the blockers in your group has banding.

As with declaring attackers, be careful. If you put in a blocker, but then change your mind about it, there is no way for you to remove it from the skirmish line.

Note that some cards might force your creatures to block; in this case, those creature are highlighted and you must put them into the **Combat** window, sometimes blocking predetermined creatures.

When you're finished, use the **Done** option on the mini-menu, the **Done** button on the **Situation Bar**, or click on the **Combat Bar** to signal that you're done. Now, your creatures become "blocking creatures" and can be the targets of the appropriate fast effects.

Between the end of the assignment of blockers and the beginning of resolution, there's a chance for both players to use fast effects. There's no difference between the way you cast and use these fast effects and any other fast effects.

RESOLUTION OF COMBAT


When all the fast effects are done, the combat is resolved. If combat damage is done to any creature or player, there is an opportunity to use damage prevention effects. Afterward, creatures that still have lethal damage go to the graveyard, triggering any graveyard effects. Combat ends with the resolution, and the Main Post-Combat sub-phase begins.



Miscellaneous Actions

Spellcasting and combat are the activities that will likely take up most of your dueling time, but there are a few other things you need to know how to do. We've collected them all here, for reference.

UPKEEP EFFECTS

If there are upkeep effects you must take care of, you know it because the **Phase Bar** stops at —your Upkeep Phase. If you don't already know what the effects are, look around both territories. Any of the cards which is highlighted at this point has an upkeep effect. Mandatory effects are highlighted in orange, while optional effects are in yellow.

You cannot move on to the draw phase until you have dealt with all of the mandatory effects, but you can ignore optional effects (this is tantamount to choosing not to use the ignored effect.). To choose an effect, click on the highlighted card. If there is no decision involved—as with damage effects like *Wanderlust* and *Cursed Land*—that’s all there is to it; the effect takes place. If there is a choice to make—as whether to untap a Brass Man or a creature burdened with *Paralyze*—you are presented with the choice.

The order in which you click on upkeep effects can be important. There is a specified order, but players have some discretion to work within this framework. Note that all upkeep effects are considered fast effects:

- * Beginning of upkeep effects controlled by the player whose turn it is come first, in whatever order that player decides.
- * Beginning of upkeep effects controlled by the other player are next, in whatever order that player decides.
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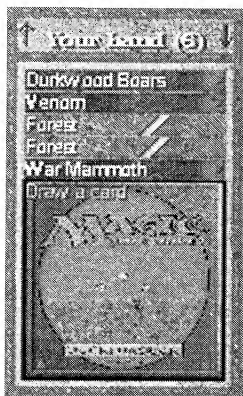
Special note: Since you can use some upkeep effects (but not “beginning of upkeep” or “end of upkeep” effects) more than once, this simple ordering might be upset. For example, if you have a Brass Man in play and choose to pay 1 to untap it during you upkeep, your opponent might perform a few of her upkeep effects and somehow tap your Brass Man. At that point, you regain control and must decide whether to untap the Brass Man again. She cannot continue with her upkeep effects until you do so.

- * End of upkeep effects controlled by the player whose turn it is come next, in whatever order that player decides.
- * End of upkeep effects controlled by the other player are last, in whatever order that player decides.

How can the order in which these things are done matter? Well, say you have an Armageddon Clock in play, the clock has enough counters on it to kill you at the end of your upkeep, and the global enchantment Energy Flux is in play. You could pay 4 apiece to remove enough counters from the clock to save yourself, then pay the 2 required by the flux to keep the clock in play so it will damage your opponent. Well enough, but you could also save yourself by choosing to deal with the flux cost first, then simply not pay it. The clock is buried, and you need not pay any mana to remove its counters. If you're clever, you can find all sorts of ways to use this to your advantage.

Once you have taken care of all of the required effects, you can proceed to the draw phase. Remember, though, that by doing so you are choosing not to use any of the optional effects left unused.

DRAWING



When your Draw Phase begins, the single card that you would normally draw is represented in your hand by a face-down “potential draw.” The card itself is still in your library.

Both before and after you actually draw, there is an opportunity for both you and your opponent to use fast effects, including those that affect the draw itself. Some of these effects, like the mandatory draw caused by the Howling Mine, add cards to your to draw—more potential draws. Some, like the optional effect of the Island Sanctuary, could cause you to “sacrifice” a potential draw as part of their cost. If this is the case, you're prompted to choose which potential draw to sacrifice. Click on the face-down representation you wish to decline, and it disappears. If an effect adds to your draw, the additional potential draws are added to your hand automatically.

When the time comes to actually draw the card or cards into your hand, you do so by clicking on the face-down representations one at a time. *Each time* you draw a card in this way, it is considered a fast effect. (Which means that both players may respond to it if they choose.)

Effects that cause you to draw cards during other phases work in the same fashion. You always have a chance to use fast effects before you actually draw.

DISCARDING

Sooner or later, everyone ends up having to discard. If you have more than seven cards in your hand when the discard phase rolls around, the phase won't end until you've tossed the extra card or cards. To do so, click on the card you decide is most disposable. Be careful! Once discarded, a card goes immediately to the graveyard. (No, you can't regenerate it, and no, this doesn't trigger graveyard effects.) If you must discard more than one card, repeat the process.

If a spell or effect forces you to discard, what you must do depends on the type of discard demanded. Any discard "at random" takes care of itself; you needn't take any action. If you are allowed to choose which card (or cards) leave your hand, you do so in the same way as you would during the discard phase; just click on your least useful cards, one at a time.

SACRIFICES



Many card effects and some spells require that a permanent (normally a creature, a land, or an artifact) be sacrificed as part of the cost. For example, to use the effect of Feldon's Cane, a player must sacrifice the cane itself.

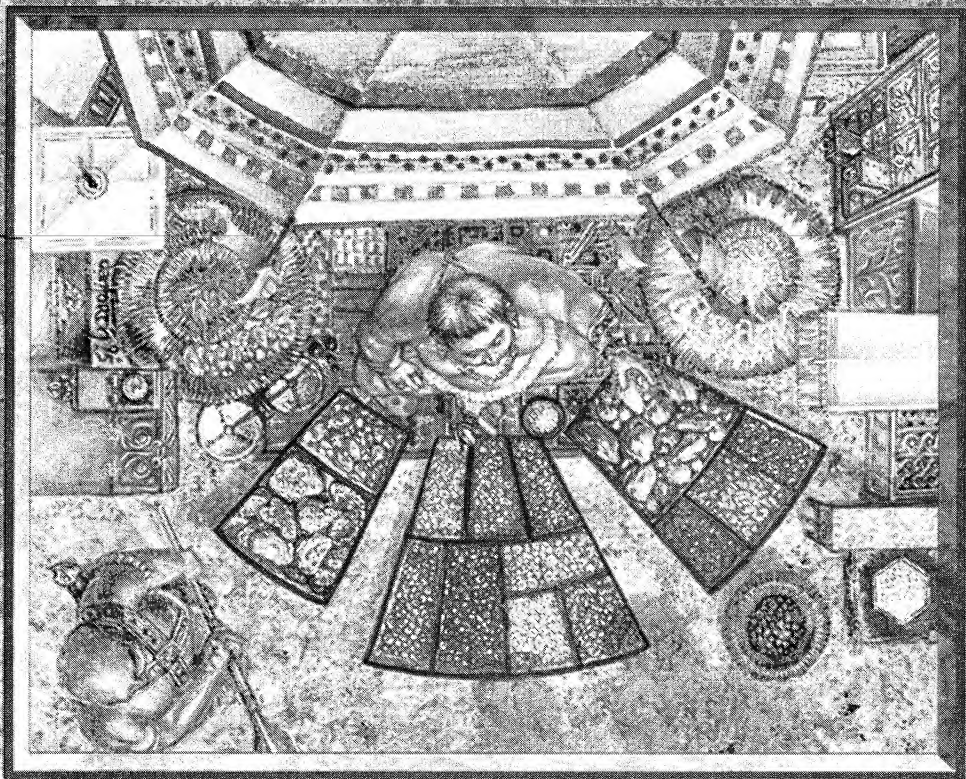
When the need arises to sacrifice something, you are notified. To select and sacrifice a permanent, move the mouse pointer over an appropriate card (you cannot sacrifice a creature if the effect requires a land, for instance) and click on it. Be careful! Wrongful sacrifices are not easily undone.



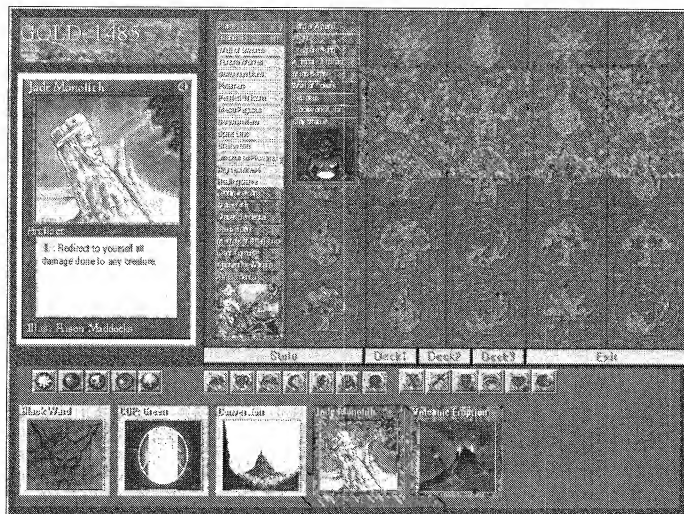
If a spell or effect that requires a sacrifice is legal at the time, a creature that is about to die can be sacrificed just like any other creature. For example, say you have a Lord of the Pit (a black creature that forces you to sacrifice one of your other creatures during upkeep or take 7 damage) and a Brass Man in play. During your upkeep, you choose to untap your Brass Man. In response, your opponent fires a Lightning Bolt at the Brass Man. In response to this, you could sacrifice the Brass Man to prevent the damage from the Lord of the Pit, and her Lightning Bolt (as well as the untapping of the Brass Man) would fizzle for lack of a legal target.



The chosen permanent goes to the graveyard immediately. (Yes, this triggers graveyard effects.) There is no chance for damage prevention or regeneration since, technically, no damage has been dealt. Sacrifices, because they are costs and not actions, cannot be interrupted (though the spell or effect the sacrifice is a cost of might be interrupted). Thus, for example, you cannot choose to sacrifice a creature, then use Unsummon to save it from the graveyard.



10. Building Your Decks



One of the most intriguing parts of the *Magic: The Gathering* experience is deck design. Just accepting and using every card you can find is a strategy guaranteed to fail. Discriminating choices, wise buying and selling, and spending the time to hunt down exactly the right cards pays off every time.

A note to experienced *Magic* players: in Shandalar, there are few restrictions on the contents of your dueling deck. Any deck you can dream up, you can build and play—if you can find the cards. This is not true for your opponents. The creatures and wizards in Shandalar all play decks that would be legitimate for use in a Type I tournament.

In Shandalar, building your perfect deck is a complicated matter. Using the **Deck Builder**, on the other hand, you can construct as many decks as you care to, with few limits. Unfortunately, you cannot use **Deck Builder** creations in Shandalar. There is a way to stand your deck up against all of the foes you might meet in a duel, however. Read on.

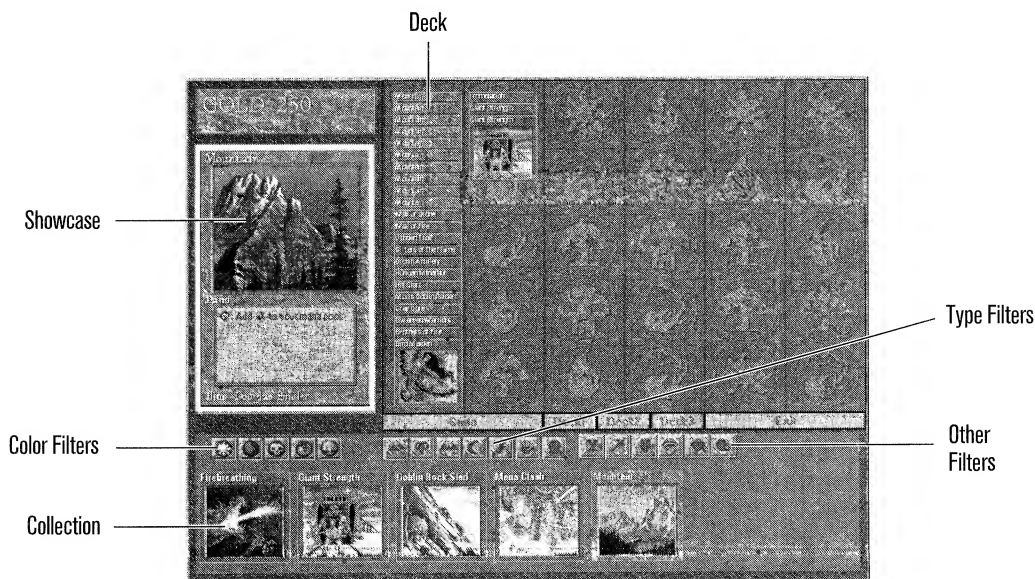
In Shandalar

You get a real sense of accomplishment when all your travel, quests, duels, buying, and selling finally result in that almost invincible dueling deck you planned from the start—but if you're reading this, you don't know that feeling yet. You will. First, let's review how you manipulate the cards you already hold, your *collection*.

YOUR COLLECTION AND YOUR DECK

Any time except during a duel, you can stop and take a look at your collection of cards. Out in the open, press **F1** or click on the **Deck** button. In a village or city, click on the **Edit Deck/Sell Cards** option. Either one brings up the **Deck** screen.

All the magical cards you have, including those in your dueling deck, make up your *collection*. When you enter a duel, you use only those cards in your collection which you have put in your *deck*. These are all that stand between you and humbling defeat at the hands of the challenging creature. The **Deck** screen is your primary tool for manipulating your collection and your deck in preparation for dueling. If you're out in the countryside, you can normally only examine your collection (unless you have the correct World Magic). In towns and cities, you can move cards—spells—between your deck and the inactive portion of your collection. You can also sell cards.



The Deck screen again

The giant card on the left is in the **Showcase**. Whatever card the mouse cursor is hovering over is displayed here. Since no other part of this screen shows complete cards, you need this to read the information on any of your cards. (If the entire card text is not visible, you can use the **Show Full Card Text** toggle to see it. Right-click on the text area to gain access to this option.)

The largest part of the **Deck** screen is the area where your deck is displayed. Your cards are represented in miniature. If you're able to edit and decide to remove a card from your deck, just double-click on it or drag it from this area into the **Collection** area (described momentarily). You can also right-click anywhere in this area to open a mini-menu. There are normally only a few options on this.

CONSOLIDATE DUPLICATE CARDS toggles whether multiple copies of the same card are displayed separately or grouped together. If they're together, a tiny number on the single representative card notes how many copies of that card are actually in your deck.

SORT DECK rearranges the cards in order by color, putting like cards together. Lands are always at the beginning.

DONE closes the **Deck** screen and returns you to whatever display you got there from.

Along the bottom of the screen, in the **Collection** area, are the rest of your cards—the ones that are not in your deck. At the bottom of this area is a scroll bar you can use to move through your inventory, or you can type in the first four letters of the name of any card you want to see. Of course, you can only see those cards that you have. To move a card from your collection into your deck, double-click on it or drag it from one to the other with the mouse.


If you're in a village or a city, you're also able to sell your cards. To do so, place the cursor over the card in question before you right-click. The mini-menu has one extra option—**Sell Card for (price)**. Click on this to sell that card for the listed price.

Between the **Collection** and **Deck** areas are the **Filter** buttons. These determine which of the cards in your collection are displayed. Every one of these buttons is a toggle switch; when the button is depressed, it's *on*, and the cards that correspond to that filter are displayed. When the button is up, it's *off*, and cards represented by that button are eliminated (temporarily, of course) from those shown. To depress or release one of these buttons, just click on it.

The filters are separated into three groups. The buttons with mana symbols are the *Color Filters*. These include the five colors of magic. When you click on any one of these filters, it toggles display of the corresponding color of card in your collection. Thus, for example, if the button for white was the only one down, only your white cards would appear.

The second group of buttons includes all of the *Type Filters*. These work the same way as the Color Filters, except that each of these represents one of the types of cards—creatures, instants, and so on. So if you had already depressed the white button, and now you turned off all but the *Interrupts* filter, the **Collection** area would contain only the white interrupts in your collection, and no other cards. There's one exception to this. The first two Type Filters—*Land* and *Artifacts*—control the display of the two major types of colorless cards. Unlike the others, these filters are not modified by whatever Color Filters are turned on.

The last group of buttons are the *Other Filters*. These are an assortment of filters that have proven to be useful:

- * *Casting Cost* allows you to focus the inventory according to the amount of mana it takes to get a card into play. (The casting cost filter treats mana cost as a simple number; thus, a cost of 3 , for example, is equivalent to 6 for the purposes of this filter.)
- * *Power* gives you a method of viewing the creatures in your collection according to attack strength.
- * *Toughness*, like *Power*, lets you work with only the creatures you want, based solely on their defensive damage-handling capability.
- * *Ability* lets you filter for only those cards that have, can have, or can bestow particular special abilities. These include all the usual creature abilities, plus a few other interesting characteristics. The ability filters are not exclusive, so you can turn them on and off in any combination you wish.
- * *Rarity* is important to a card collector, and it can also be significant when building decks. If you decide to work with cards based on the frequency with which they appear, this filter is for you.
- * *Artist* is included because there are deck builders to whom aesthetics is a concern—and rightly so. If you wish to view and work with cards based on the artist, this filter allows you to do so.

For a more detailed discussion of the filter buttons, read *Filters Galore*, later in this section.

Note that some of the filter buttons might seem not to do anything. That's just a clue that you have no cards in your collection that match the color and type filters you've selected. The filters do not have any effect at all on the display of your dueling deck.

You can also right-click on some of the **Filter** buttons to open a menu of options. These represent sub-groups of that filter. For example, the *Artifacts* type filter includes two sub-filters, **All Creatures** and **All Non-Creatures**. These type sub-filters allow you to further specify which cards you're really interested in seeing. (See *Using the Deck Builder* for the detailed rundown on all of the right-click sub-filters.)

Near the bottom of the deck area are some other buttons:

- * Clicking on the leftmost button gives you a rundown of quite a few useful statistics about the deck you're working with.
- * The three buttons in the center give expert deck strategists a measure of variability. Using the cards in your collection, you can actually build *three* distinct decks for use in duels. Whichever one you select as your *active* deck is the one you see and work with on this screen, *and* it's the one you use in any duels you encounter. You use these buttons to switch between your three decks. Whichever deck is selected when you leave the **Deck** screen is your active deck.
- * The rightmost button is the way out. When you're done here, click this button or use the **Done** option on the mini-menu to leave.

DECK LIMITATIONS

In Shandalar, the number of cards in your deck is the only factor that can cause the contents of your deck to be limited by the rules.

First of all, each difficulty level has a minimum number of cards required to take part in a duel.

<i>Difficulty</i>	<i>Minimum Deck</i>
Apprentice	25
Magician	30
Sorcerer	35
Wizard	40

If you begin a duel with less than the limit in your deck, the Shandalar Dueling Commission temporarily adds *random basic lands* to your library (after the ante but before the shuffle) until it reaches the minimum requirement. Those lands are confiscated again at the end of the duel.

In addition to that, how many cards you have in your deck can limit the number of copies of each card you're allowed to have. That is, in small decks, you're not allowed as many copies of a single card as you are in a larger deck. This limitation does not apply to basic lands, of course, but to all other cards.

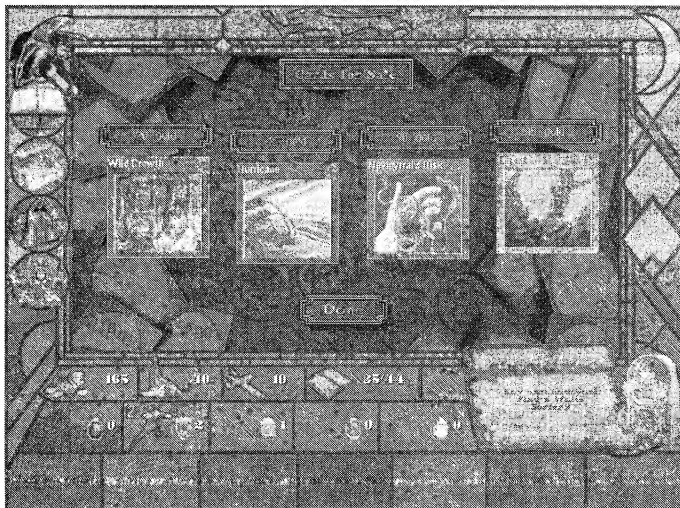
There is a World Magic, the *Tome of Enlightenment*, that allows more duplicates of each card in your deck.

<i>Total Cards in Deck</i>	<i>Duplicates Allowed</i>	<i>With Tome</i>
1–19	1	2
20–39	2	3
40–59	3	4
60 and up	4	Unlimited

These are the only arbitrary limits placed on decks in Shandalar. Other than these, you're bound only by what you can find and afford. Of course, there is a limit to how many cards you can carry around in your collection, and if you have *no* cards in your deck, you'll lose every duel right at the start.

SMART COLLECTING

The obvious goal, then, is to get the cards you want so that you can place them into your deck. At the start of any attempt to save Shandalar, you already have a small deck, but you have no other cards in your collection. Right away, you should press **[F1]** (or visit the nearest village or city) to take a look at your cards.





The value of what you have depends on the skill level at which you decided to play. Unless you're playing at the highest level, the deck you begin with should be enough to get you through a duel or two against the weakest creatures. If you win, you'll notice right away that you can either win cards or get information about a nearby dungeon. Take the cards! Dungeons are difficult. Until you've strengthened your deck, you need cards more than information. Winning cards in duels is one of the best ways to supplement your collection and your deck. Even if you get cards you choose not to use, you can sell them for money to buy the cards you *do* want.

If you've played at all, you know what lairs look like by now. If you've been in one, you also know that they're often as not a nice place to find free cards. There's a little risk involved, naturally.




The thing about duels and lairs is that you have no control over what cards you end up with. The same is not true of villages and cities, which is why they're the better sources. In fact, these are your primary sources for new cards. The selection is never superb, but there's no risk. Sell off your unneeded cards first to fill out your purse, then check for cards you might want. Remember that after you've bought out most of a village's selection, it takes them a while to restock.

Experienced players keep a number of cards in their collection (not their dueling deck) that they do not intend to sell. This is commonly called a *sideboard*. If there is an opportunity before a duel to edit your deck, and you know something about the deck of the creature you intend to duel, you should use your sideboard. Essentially, you put cards (from your collection) into your deck that you know give you an advantage over your next opponent's deck. Thus, a sideboard often holds cards that are powerful against a specific color or type of deck. Circle of Protection: Red against a primarily red deck is one example; Tsunami against a mostly blue deck is another.

Unfortunately, you're still limited by the selection offered. For an even better opportunity, watch for the type of quest that rewards you with a card of your choice. Even when the choice is limited to a certain type or color of card, these are wonderful chances—not to be missed. A collecting method as specific, if not more so, is trading with the residents of cities (and some lairs). In this case, you choose the card you want from a vast, sometimes unlimited selection. What more could you ask?

Defeating a major wizard inside one of the five castles is perhaps the greatest collector's opportunity of all. At the demise of each wizard, you earn the right to select a few cards from your foe's secret library.

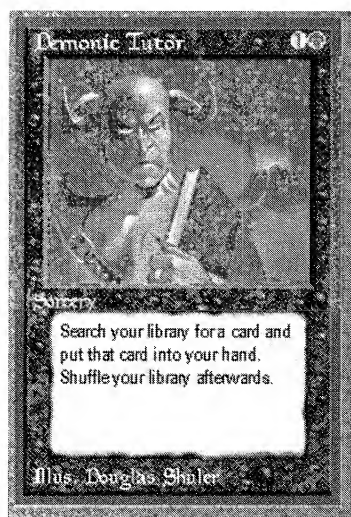
✱ **Have enough mana.** This may seem obvious, but you'd be surprised how often a deck designer gets carried away adding creatures and spells, then ends up overloading the deck and getting "mana lock"—no mana when it's needed—during every duel. Tournament players suggest that at least one-third of the deck be mana producing cards. Many use 40 percent or more.

- ✱ **Have the right color of mana.** You can't cast a blue spell with red mana, and you won't ever be able to cast a spell that requires    if you only have two swamps in your deck. In a deck with two colors of spells, the ratio between the mana producing cards of the two colors should be similar to the ratio between the spells. For example, a deck with 20 white spells and 30 red spells should have approximately two plains for every three mountains.
- ✱ **Don't forget the defense.** Many new players pay a lot of attention to building a deck with mighty attacks and damaging cards. That's fine, but it sometimes slips their minds that the other player is going to be attacking, too. Without some method of preventing damage to yourself—whether it be blocking creatures, damage prevention effects, or healing instants—you won't survive long enough to use those awesome attacks.
- ✱ **Limit the colors.** If there's only one color in your deck, every mana source produces the color of mana you need. If you have a two-color deck, you might not have the mana you need when you need it. The more colors you put into a deck, the more likely it becomes that you will have cards in your hand that you cannot cast. If all you have in play are forests, a hand full of powerful white spells does you no good at all. Experienced players tend to avoid building decks with more than three colors (except to challenge themselves, that is).
- ✱ **Big decks are slow.** Unless you are unusually skilled at balancing a deck (and your shuffles are exceptionally lucky), you should limit the number of cards in your deck. This idea is enforced by the law of averages. If you want a specific card to come into your hand, the chances of you drawing that card get smaller as your deck gets bigger. A smaller deck tips the odds nearer your favor. Most experienced duelists suggest that decks be no larger than 65 cards—smaller if you can get away with it.
- ✱ **Small creatures are fast.** Creatures with big power and toughness usually have big casting costs, too. That means it takes a long time to get enough mana-producing cards into play to let you cast your big, nasty creature. (Then your opponent takes it out with some mana-cheap fast effect!) Small creatures, on the other hand, come into play cheaply and therefore quickly. A 1/1 creature that's in play early in the duel can often do more damage than a large creature you are unable to cast until much later. Plus, the 1/1 is also a potential blocker (among other possibilities) for that much longer.

- ✱ **Be wary of color-specific targeting.** Some cards' targeted effects are specific to one color of magic. For example, *Tsunami* destroys all islands in play and *Red Elemental Blast* affects only blue spells and permanents. If your opponent does not have any of that color in her deck, then cards in your deck that target that color become pretty much useless. (Wouldn't you feel bad if you drew one of these just when you needed something else to save yourself?) Be careful about including cards like these in your deck. If you *know* that your next opponent has a certain color in his deck, great; use the knowledge. If you're not sure, however, think twice about wasting space in your deck with useless cards.

That covers the basics.

SLIGHTLY MORE ADVANCED ADVICE



Once you've mastered the essentials, there are still ways to improve the way you design decks. In fact, ***Magic*** experts are constantly writing new books and articles on deck building. The advice below won't make you an expert, but it should give you a little more to think about than the basic pointers.

- ✱ **Theme decks can be fun.** Though they're not guaranteed winners (what deck is?), decks set up on a theme are usually fun to design and interesting to play. In addition, it's often easy to find cards that reflect a certain theme *and* reinforce and support each other well. The theme itself, of course, is up to you. What is a theme, exactly? Well, "Goblins on Parade" is one example; this deck includes all the creatures with the sub-type "Goblin" plus anything you can find that supports Goblins or seems Goblin-ish. "Library Depletion" is another example. That deck includes all the cards you might be able to use to force your opponent to take cards out of her library—*Millstone*, *Ancestral Recall*, *Braingeyser*, etc.—plus cards to defend yourself while you're doing that. The idea is to make her throw her own cards away and, eventually, have her run out and lose.

- ✱ **Choose a focal combination.** Many tournament players design a deck around a specific combination of a few cards that interact to powerful effect. An almost trivial example (since it's so well known) is the combination of the Circle of Protection: Black and Lord of the Pit. Every turn, you must sacrifice a creature to keep the Lord of the Pit from damaging you. However, if the Circle of Protection: Black is in play, you can pay 1 to prevent this damage. Thus, you can avoid sacrificing a creature each turn to "feed" the Lord of the Pit *and* prevent damage to yourself. There are nearly infinite possibilities for powerful combinations, and many of them are virtually unbeatable.
- ✱ **Support that combo.** Once you've selected a theme and the cards that make up your focal combination, it's wise to mold the rest of the deck to support those decisions. For example, if you're building a deck that's low on creatures (for whatever reason), you need alternate ways to protect yourself from your opponent's attacks. The key is to stay alive and stall until your combination comes out of your library and into your hand. Chances are you can also find cards that will set things up for the combination, prevent your opponent from stopping it, improve or amplify its effect, or protect you from any negative backlash.
- ✱ **Refine the deck.** Once you've built a deck, go through it card by card and examine your reasons for including each one. Consider each card as taking up a "slot" in your deck that could be filled by some other card. Ask yourself a few questions, such as: Is there a different card that fills the same function but is faster or costs less (in casting cost or upkeep or whatever)? Is there a card that would do something better than what this one does? How could this card be turned against me? Does it really fit the theme of the deck? If you want to make the best possible deck, you must have the best possible card in each slot.
- ✱ **Play against it.** Of course you can test your deck against the game decks in **The Duel**, but you can also test yourself versus your own decks. Choose to have the AI play with your deck while you use another deck against it. In this way, you can search out the weaknesses in it from the point of view of a potential opponent, and, hopefully, find ways to fix them.

If you'd like to read more about the finer points of building decks for fun and to win, check out the deck strategy columns and features in *The Duelist*, Wizards of the Coast's official magazine.

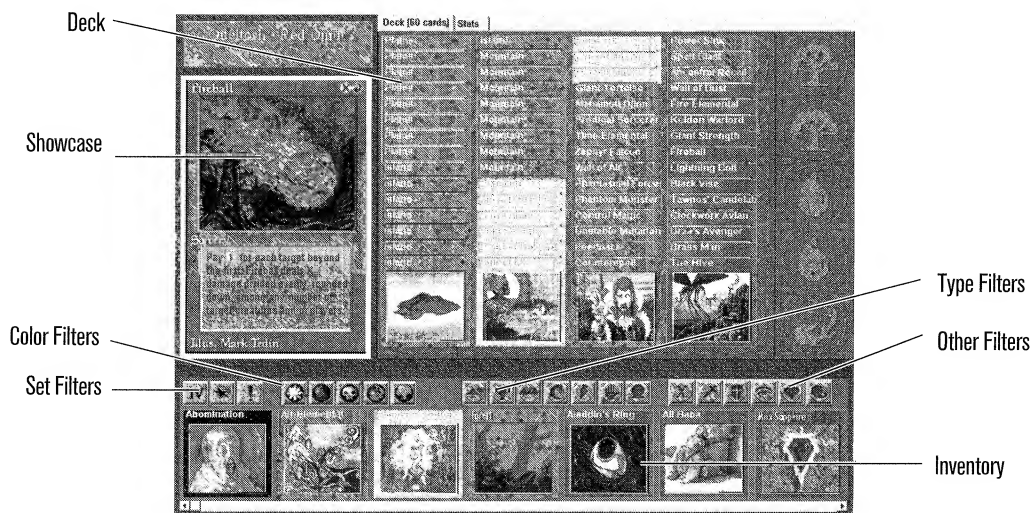
Using the Deck Builder

Magic: The Gathering includes a separate utility we call the **Deck Builder**. This is the program the designers used to create all of the decks played by your opponents in Shandalar. You can use it to build your own decks to test against the opponents you'll encounter there.

You must return to the **Main** menu—exit the Shandalar game—to use the **Deck Builder**. To begin, click on **Deck Builder**.

THE BASICS: DECK SCREEN REPRISE

Functionally, the **Deck Builder** is quite similar to the **Deck** screen. That's because (as many of you have no doubt already figured out) the **Deck** screen is really just a modified version of the **Deck Builder**, with several features removed. Let's review how it works.



Off to the left—the giant card—is the **Showcase**. Whatever card the mouse cursor is hovering over is displayed here. Since no other part of the screen shows complete cards, you need this if you want to read the information on any card. If the card text is not all visible, right-click on the text area, then click on the **Show Full Card Text** toggle. The box now expands when necessary to display the whole text. Click the toggle again to turn the expansion off.

The largest area of the screen contains the deck you're working on. Cards are represented in miniature. Place the mouse cursor over any card to see it in detail in the **Showcase**. If you decide to remove a card from the deck, just double-click on it or drag it from this area into the **Inventory** area (described momentarily). You can also right-click anywhere in this area to open a mini-menu. There are normally several options on this.

CLEAR DECK wipes the current deck from the **Deck Builder**. This only affects the deck you're working on; it does *not* affect any deck files.

CONSOLIDATE DUPLICATE CARDS toggles whether multiple copies of the same card are displayed separately or grouped together. If they're together, a tiny number on the single representative card notes how many copies of that card are actually in your deck.

EXIT closes the **Deck Builder** and returns you the **Main** menu (or Windows).

LOAD NEW DECK allows you to open an existing deck to examine and modify. (Note: If you load and change one of the creature decks used in the full game, you must save your version of the deck under a new name.) Once you load a deck, any deck you have cleared previously can no longer be restored.

RESTORE DECK brings back the last deck you cleared. If you've created another deck since clearing the one you're trying to restore, you're prompted to save the current deck before the cleared one is restored. This option is only available if you have cleared a deck during your current **Deck Builder** session *and* have not loaded an existing deck since then.

SAVE DECK stores the current deck, exactly as it stands, in a file for future use. When you're prompted for the file name, remember that the file must be a legal DOS file name (only eight characters before the period, please) and must have a **.dck** extension to be recognized by *Magic: The Gathering* as a valid deck file.

SORT DECK rearranges the cards in order by color, putting like cards together. Lands are always at the beginning.

THE ALL CARDS INVENTORY

Along the bottom of the screen, in the **Inventory** area, is every card you can put into a deck—every *Magic: The Gathering* card included in the game! At the bottom of the **Inventory** area is a scroll bar you can use to move through your inventory—or you can type in the first few letters of the name of any card you want to see. To move a card from the inventory into your deck, simply double-click on it or drag it there with the mouse, then release.

FILTERS GALORE

Between the **Inventory** and **Deck** areas are four sets of **Filter** buttons. These determine which cards are displayed in the inventory. Every one of these buttons is a toggle switch; when the button is depressed, it is *on*, and the cards that correspond to that filter are displayed. When the button is up, it's *off*, and cards represented by that button are eliminated (temporarily, of course) from those shown. To depress or release one of these buttons, just click on it.

Note: Within each set of buttons, the filters are additive. So, if you turn on the *Astral* and *Fourth Edition* set filters, all of the Fourth Edition cards and the Astral cards are displayed. Between sets, however, the filters are exclusive. That means, for example, that if you have *Green* and *Instants* both depressed, you'll see only green instants, not all green cards and all instants. So, if you chose an odd filter combination, like *Enchantments* and *Trample*, no cards would show up at all.

You can also right-click on some of the filter buttons to open a mini-menu of options. These represent sub-groups of that filter. For example, the *Artifacts* filter includes two sub-filters, **All Creatures** and **All Non-Creatures**. These sub-filters allow you to further specify which cards you're really interested in seeing.

Set Filters

The leftmost set of **Filter** buttons correspond to the various sets of cards available. These are based on the various basic and expansion card sets released by Wizards of the Coast over time.



Fourth Edition, currently the standard of play, is the fourth version of the basic card set.



Astral, a card set created specifically for the MicroProse version of Magic: The Gathering, reflects the unusual nature of the plane of Shandalar.



Restricted includes all of the special, valuable cards from other sets that appear in Shandalar as treasures.

As there are no subsets of these card sets, none of the *Set Filter* buttons has a right-click mini-menu associated with it.

Color Filters

The buttons with mana symbols are the *Color Filters*. These include the five colors of magic. When you click on any one of these filters, it toggles display of the corresponding color of card in the inventory. Thus, for example, if the buttons for black and green were down, but all the others up, only black and green cards would appear.

Land cards do not have a color; they're colorless. Therefore, so long as the *Land* filter is active, all lands are displayed, regardless of which Color Filters are on—and no matter what color mana the lands produce.



White cards



Blue cards



Black cards



Red cards



Green cards

You'll notice that there's no Color Filter for colorless cards. In order to see land, artifacts, and any other cards which have no color, you must use the next group of filters.

Type Filters

The third group of buttons includes all of the *Type Filters*. Each of these represents one of the types of cards—creatures, instants, and so on. So if you had already depressed the buttons for black and green, for example, and you then made sure that only the *Creatures* filter was active, the **Inventory** area would contain only black and green creatures, and no other cards. There's one exception to this. The first two buttons are *Land* and *Artifacts*. Each of these represents one of the two major types of colorless cards. Unlike the others, these filters are not necessarily modified by whatever Color Filters are turned on.



The *Land* filter adds in all mana-producing cards (mana sources). This filter has three mutually exclusive options.

LAND AND MANA is the default; this filters in all land and all other cards capable of producing mana. Which lands are displayed is not affected by the Color Filters or Other Filters, but the same is not true for other mana sources.

LAND ONLY displays only land cards.

MANA ONLY filters out the land and leaves all other cards capable of producing mana.



Artifacts makes sure that artifacts are included in the inventory. The Artifacts filter has two options, both of which are independent toggles. That is, you can turn either one on or off without affecting the status of the other.

ALL CREATURES determines whether artifact creatures are shown in the inventory. Note that the display of artifact creatures is not affected by Color Filters, but it is subject to some of the Other Filters.

ALL NON-CREATURES sets whether artifacts that are not creatures appear in the display. Which artifacts are shown is not affected by anything except the Set Filters.

The default setting has both of these options turned on—all artifacts are displayed.



Creatures displays any card with a power and toughness, plus all those that can become creatures as the result of a built-in effect (the land Mishra's Factory, for example). This filter has four options.

SUMMON determines whether the standard creatures—cards of type "Summon X"—are shown.

TOKEN controls the display of cards representing token creatures. Generally, token creatures are created through the effects of other cards. The cards are shown for information only; you cannot add a token creature to a deck (but you *can* add the card that creates it).

ARTIFACT toggles whether artifact creatures are included in the inventory.

SUMMON FROM LIST allows you to choose exactly which creatures are in the inventory; you can select by creature name and also by sub-type—all Bats, all Goblins, all Zombies, and so forth. When you click on this option, a list window opens. As a fail-safe feature, this powerful filter does not become active unless you click the **Enable Filter** checkbox.

Initially, all the creatures and creature sub-types are selected. You can use the **Clear All** button to de-select everything and start from scratch. If you change your mind, you can use **Select All** to return the list to its original, fully selected state. To switch a listing from selected to de-selected or vice versa, click on it. You can use the up and down arrow keys and the scroll bar to move through the list. When you're satisfied with your selections, click on the **Done** button. Only those creatures and types you left selected are filtered into the inventory.



Enchantments adds to the list any enchantment that passes the other active filters. This filter has five options, all related to targeting.

ENCHANTMENT filters those enchantments which target other enchantments—enchant enchantment types.

LAND determines whether enchant land cards are shown.

CREATURE controls the appearance of enchant creature cards in the inventory.

ARTIFACT toggles the inclusion of enchantments that target artifacts—enchant artifact cards.

ENCHANT turns on and off the display of global (non-targeted) enchantments.



Instants controls whether or not instants are available in the inventory. This filter has no sub-filters.



Interrupts filters interrupts into or out of the inventory display. There are no sub-filters for interrupts.




Sorceries controls the appearance of sorceries in the inventory. This filter has no sub-filters.

Other Filters

The final group of buttons collects a few additional filters that the designers have found useful.



Casting Cost allows you to focus the inventory according to the amount of mana it takes to get a card into play. The casting cost filter treats mana cost as a simple number; thus, a cost of 3 , for example, is equivalent to 6 for the purposes of this filter. There are four mutually exclusive options.

GREATER THAN limits the displayed cards to those with a casting cost larger than the number you choose.

LESS THAN prunes the inventory by excluding those cards that do not have a casting cost lower than the limit you select.

EQUAL TO prevents the appearance of any card with a casting cost other than the one you pick.



X COST shows only those cards with **X** in the casting cost.

Power gives you a method of ranking creatures according to attack strength and working with only those you wish to see. This filter has three mutually exclusive options.

GREATER THAN cuts the displayed creatures down to only those with a power larger than the number you choose.

LESS THAN limits the inventory by including only those creatures with a power lower than the one you select.

EQUAL TO shows only those creatures with the power you pick.



Toughness, like *Power*, lets you work with only the creatures you want, based solely on their defensive damage-absorbing capability. It, too, has three mutually exclusive options.

GREATER THAN includes in the display only creatures with a toughness larger than you choose.

LESS THAN allows only creatures with a toughness lower than the limit you select into the inventory.

EQUAL TO puts into the inventory only creatures with exactly the toughness you pick.





Ability lets you filter for only those cards that have, can have, or can bestow particular special abilities. These include all the usual creature abilities, plus a few other interesting characteristics. The ability filters are not exclusive, so you can turn them on and off in any combination you wish. Note that the first two filters modify the effects of the others.

NATIVE means that the ability is an integral part of the card's makeup; it simply has the ability. This toggle determines whether those cards are displayed.

GIVES refers to those cards which can bestow an ability as an effect, regardless of whether it can be bestowed on the card itself, on another card, or both. This switch controls whether or not these cards are displayed.

FLYING filters cards that have, can have, or can give flying.

FIRST STRIKE toggles the display of cards that have, can have, or can bestow first strike.

TRAMPLE adds or eliminates cards that have, can have, or can give the trample ability.

REGENERATION controls whether cards that have, can have, or can impart the ability to regenerate are shown.


BANDING filters cards that have, can have, or can give the ability to band with other creatures.

PROTECTION controls the appearance of cards that have, can have, or can confer protection from a particular color or characteristic.

LANDWALK toggles display of cards that have, can have, or can give any of the various landwalk abilities.


POISON is not exactly an ability. This filter adds or eliminates cards that have, can have, or can grant the effect that a creature gives one or more poison counters to a player it damages.

RAMPAGE determines whether or not cards that have, can have, or can give the rampage ability are displayed.

WEB is not an ability in the strict sense. Rather, this refers to capacity of some non-flying creatures to block flying creatures. This is similar to the effect of the enchantment Web, thus the name. This filter controls the appearance of cards that have, can have, or can give this capability. 

STONING is also not strictly an ability. Some creatures destroy any creature they block or that blocks them. This damage effect is referred to as “stoning” after the Cockatrice and Basilisk’s mythical power. This filter toggles the display of cards that have, can have, or can give this destructive ability.

FREE ACTION describes the capacity some creatures have to attack without becoming tapped. This switch determines whether or not cards that have, can have, or can give this capability are displayed in the inventory.

QUICK DRAW is shorthand for the special immunity some creatures have to summoning sickness. This filter toggles the display of cards that have, can have, or can give the ability to attack or use effects with  in the activation cost during the turn in which they are summoned.



Rarity is important to a card collector, and it can also be significant when building decks. If you decide to work with cards based on the frequency with which they appear (or are trying to locate a card you know the rarity but not the name of), this filter is for you. The three options follow established conventions for determining the rarity of a card.

COMMON lets you filter for the least rare cards. Though easy to find, common cards are no less useful or powerful for their abundance.

UNCOMMON determines whether those cards that appear less frequently are displayed in the inventory. Though these are less plentiful than common cards, they’re still relatively easy to acquire, especially in Shandalar.

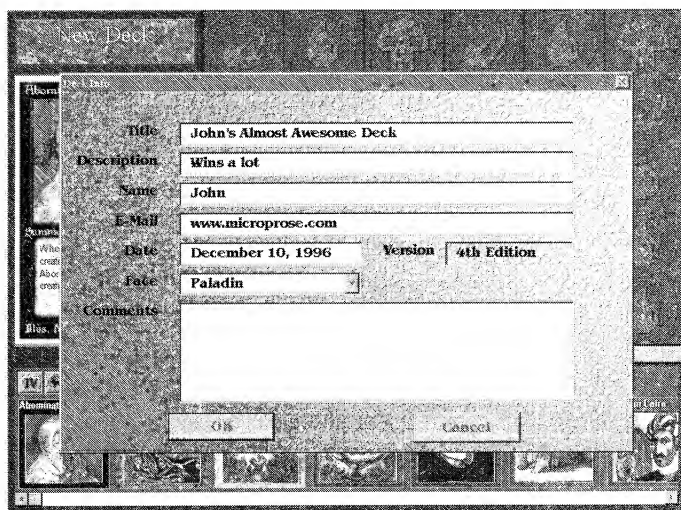
RARE controls the display of those cards that are most difficult to find. These are often, though not necessarily, the most interesting or powerful cards. Some rare cards are straightforward in their effects, while many take some expertise to use effectively.



Artist is included because there are deck builders to whom aesthetics is a concern—and rightly so. If you wish to view and work with cards based on the artist, this filter allows you to do so. When you turn this filter on, a list window opens.

Initially, all the artists are selected. You can use the **Clear All** button to de-select everyone and start from scratch. If you change your mind, you can use **Select All** to return the list to its original, fully selected state. To switch an artist's name from selected to de-selected or vice versa, click on it. You can use the up and down arrow keys and the scroll bar to move through the list. When you're satisfied with your selections, click on the **Done** button. Only the work of those artists you left selected are filtered into the inventory.

THE DECK HEADER At the top left corner of the screen is the **Deck Header** box. You might remember that in Shandalar, this box notes how much gold you have. It's much more useful here; the title of your deck is displayed instead. Of course, if you haven't given the deck a title, it's just called "New Deck"—pretty dull. Right-click on the box when you want to change that.



In the dialog box that opens, you can enter lots of information about yourself and your deck. All of this info is stored in the same file as the deck itself. Why so much detail? When you have a library of hundreds of decks you've designed, it helps you remember which deck is which. Plus, if you give your friends copies of a deck you've made, they can load it into their *Magic: The Gathering* and duel with it. By including all the extra info, you can reserve credit (or blame) for the success (or failure) of your design.

SOME BUTTONS

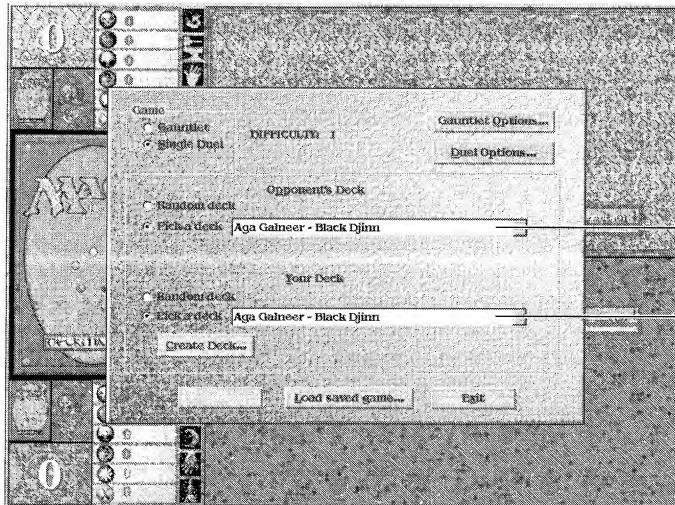
Near the bottom of the deck area are three buttons. Clicking on the first gives you a rundown of quite a few useful statistics about the deck you've put together.

The second button is the same as right-clicking on the **Deck Header** box. Use it to name your deck and enter any identifying information you wish to include. (This takes the place of the three buttons that appear here when you're in Shandalar.)

The third button is the way out. When you're done here, click that button or use the **Done** option on the mini-menu to leave.

Dueling With Built Decks

There's another separate utility included with *Magic: The Gathering*. This one is called the **Duel** and that's exactly what it is. The **Duel** allows you to test the decks you've built with the **Deck Builder** (or any of the pre-designed decks included with the game) against any or all of the decks used by the creatures and wizards in Shandalar (and your new decks).



Choose your poison

PREPARING FOR A NEW MATCH

You must be at the **Main** menu, not playing the game, to use the **Duel**. To begin, click on **Duel**. Once you've done so, the **Deck Selection** window appears over the **Dueling Table**. This is where you define the terms of the duel you want to fight.

If you saved your last match (or a Gauntlet-in-progress), you can pick up where you left off. Click on the **Load Saved Game** button to return directly to your saved situation.

The top two radio buttons control whether you play only a single match against one opponent or try your luck one at a time against every potential opponent in Shandalar.

SINGLE DUEL is the one-shot. You play one match against one deck.

GAUNTLET is the long haul. You play one match against each creature and wizard in the game—plus any decks you've created—one at a time, until you lose a match.

The **Difficulty** (to the right) chronicles the level of difficulty of the upcoming match. This is based on the settings you make in the **Gauntlet Options**. (Click on the **Gauntlet Options** button to set them.) The options for the Gauntlet are as follows:

- * **MATCH SIZE** is a choice between two options. You can either play every match as a two out of three contest or decide each match on the strength of a single duel. The latter choice adds to the **Difficulty**.
- * **ENEMY LEVEL** is essentially the same as the **Difficulty Level** you select when you play the full game. In this case, it affects how aggressively and how well your opponents play; it has no effect at all on the composition of your deck. The level you pick affects the **Difficulty** noted for the match (Wizard=4, Sorcerer=3, Magician=2, and Apprentice=1).
- * **ANTE** is a checkbox that determines whether you play each duel for an ante card. Playing for ante adds 1 to the **Difficulty** noted for the match, since losing cards could hamper you in later matches.
- * The **OK** button saves your settings and returns you to the **Deck Selection** window.
- * **Cancel** undoes all your changes and returns you to the **Deck Selection** window.

You can also pre-set the **Dueling Options** (layout and such) using the **Dueling Options** button. These options are exactly the same as those you can set during a duel.

Below the first set of radio buttons is the **Opponent Deck** selection area. Use the options here to determine what deck your opponent will use in the next match you play. Click a radio button to select an option.

✱ **RANDOM DECK** selects one of the decks at random from the selection list.

✱ **PICK A DECK:** The selection list allows you to select a specific deck for you opponent. Click on the scroll button at the right end of the list to review your choices, then click on one to select it. The pre-designed decks that come with the game (most of which you'll recognize as belonging to creatures in the game) are all listed, plus any decks you've created.

Under the **Opponent Deck** selection area is the **Player Deck** selection area. This is where you choose what deck you'll be using in the match (or series of matches) you play. Click a button to select an option.

✱ **CREATE DECK** is the option to use if you want to create a deck right then and there to use in the match. You're taken to the **Deck Builder**, where you can build a new deck or modify any existing deck exactly as in any other **Deck Builder** session. Once you save the deck (under a new name) and exit, you proceed to use the new deck in your next match.

✱ **RANDOM DECK** selects one deck from the selection list. This could be any of the creature or wizard decks, or it might be one of the decks you've built and saved.

✱ **PICK A DECK:** The selection list allows you to select a deck to use as yours. This works exactly like the one above.

When things are set up the way you want them, click the **OK** button to begin the first duel. Duels played using the **Duel** work in exactly the same way as duels fought in Shandalar, except for one fact: both players begin with the traditional 20 life.

If you decide, after all, not to engage in any duels, press **Cancel** instead.

BETWEEN DUELS

After each duel, whether you win or lose, you're presented with your statistics so far. In addition you have a few options.

NEXT ROUND moves on immediately to the next duel.

QUIT cancels the rest of the match and any pending matches, then returns you to the **Deck Selection** window.




11. Glossary

This glossary is derived from information supplied by the friendly people at Wizards of the Coast. As in their *Pocket Players' Guide*, it doesn't just contain definitions; it also includes extra information about many of the game terms. A lot of this info is repeated elsewhere, but some of it was a little too technical or complex to be included in the "basic" explanations of the rules. Since the AI takes care of most of the details, we felt safe leaving it out. Nevertheless, it's stuff you'll need to understand if you hope to become a champion player.


- Ability** Many creatures have special abilities listed on the card. These include flying, banding, trample, protection, first strike, and others. Abilities normally have no activation cost; they are continuous. It is possible for a creature to have an effect that, for a cost, grants an ability; in this case, the ability lasts only as long as the effect. With the exception of banding, abilities may not normally be "shared" between creatures.
- Activation Cost** Many permanents have fast effects listed on the card in the form **cost: effect**. Everything before the colon is the activation cost for the effect described after the colon. Some of these effects have other costs, which are paid at the same time as, but are not part of, the activation cost. For example, Strip Mine has the effect "Sacrifice Strip Mine to destroy target land." The total activation cost for this effect is tapping the Strip Mine; the sacrifice is an additional cost, *not* a part of the effect.
- Alpha** An informal term used to describe the first edition of the basic card set. *See also* **Limited**; **Unlimited**.
- Alsadim K'mer** The current Lord of the White Guild. K'mer is also called by the post's honorary title, "Sainted One."
- Ante** Most duels are played "for keeps." That is, both players chance losing one or more cards to their opponent. The cards that are at risk in a duel are the ante. The winning player keeps those cards after the duel is over.
- Antiquities** An expansion card set filled with artifacts and other magic retrieved from the debris after the war between Mishra and Urza.
- Arabian Nights** The first **Magic** expansion card set released. These cards are based on classic Arabian tales and legends.
- Ardestan** The ancient political, economic, and cultural capital of Shandalar, destroyed utterly during the climactic days of Lim-Dûl's War. References to the beauty of "burnished-towered Ardestan" appear throughout the histories of the plane.



Artifact

An artifact is a magically created device or non-living creature with magical powers. Artifact cards have either “Artifact” or “Artifact Creature” as a spell type. An artifact spell does not become an artifact until the spell is successfully cast. If a non-creature artifact becomes tapped for any reason, it stops working, any continuous effects cease, and it may not be activated again until it becomes untapped—even if its activation cost does not include . Most artifacts requiring an activation cost can be used immediately after casting; they are not subject to summoning sickness unless they are artifact creatures.

Artifact Creature

An artifact that is also a creature (has power and toughness) is called an artifact creature. Certain spells can turn non-creature artifacts or non-artifact creatures into artifact creatures. Though artifact creatures are cast, not summoned, they are still subject to summoning sickness. Unlike other artifacts, artifact creatures do not stop working when they become tapped (though, like creatures, they are unable to attack or block when tapped); any continuous effects remain active, and effects with activation costs that do not include  may still be used. Artifact creatures are affected by spells and effects that target or affect either creatures or artifacts—since they’re both.

Arzakon

An evil planeswalker that has set its sights on subjugating Shandalar. Little else is known about this monster.

Astral

A set of *Magic* cards based on spells and creatures native to the plane of Shandalar. These cards were developed especially for the MicroProse version of *Magic: The Gathering*.

Attack

The attack is one possible action you can take during your main phase. You only get one attack during your turn—and none during your opponent’s turn. You attack your opponent with your creatures. Neither player may cast permanents or sorceries during an attack. The complete attack sequence is as follows:

1. Announce the attack. This is the defending player’s last chance to use pre-attack fast effects.
2. Declare *and tap* the attacking creatures.
3. Both players may use fast effects.
4. The defender declares blockers and which attackers they’re blocking. Blocking doesn’t make a creature tap, but tapped creatures can’t block.
5. Again, both players may use fast effects. If a fast effect removes or taps a blocking creature at this point, the attacking creature is still blocked. A tapped blocker deals no damage, but it still receives damage from the attacker it blocked.

6. Assign damage. During damage assignment, players may use interrupts or fast effects that prevent, redirect, or heal damage or regenerate; no other kinds of fast effects, interrupts, or spells are allowed. *See* **Prevent; Redirect; Heal; Regenerate**.
7. Creatures that have taken lethal damage and aren't regenerated go to the graveyard. Any effects that happen when a creature goes to the graveyard are triggered. Note that token creatures go to the graveyard, but leave the game immediately on doing so. *See* **Token**.
8. Any effects that happen "at the end of combat" take place.

Attacking

The term 'attacking creature' applies *only* during the attack. An attacking creature is any creature on the attacking side which is participating in the attack, regardless of whether or not it is tapped. Creatures not participating in the attack are not attacking creatures. Before the attack begins and after the attack ends, there are *no* attacking creatures, so spells and effects that require an attacking creature as target may not be used.

Azaar

Apprentice to Kenan Sahrml during Lim-Dûl's War. Some historians argue that Kenan Sahrml intended Azaar to become the Guardian. Azaar seems to have had other ambitions, as his imprisonment of (and with) Lim-Dûl's spirit demonstrates. *See also* **Lichlord, Lim-Dûl**.



Banding

Banding is an ability some creatures have that allows them to form a group with one or more other creatures while attacking or defending. More importantly, it allows them to distribute damage differently when doing either. When attacking, you can form a band of attacking creatures out of any number of creatures that have banding; you can even include *one* creature that doesn't have banding. You must declare which creatures you want to band when you declare your attack; attacking bands can't form or disband after your opponent declares blockers. When your banded group attacks, your opponent's creatures have to block this band (or let it through) as one. That is, if a defending creature blocks any of the banded creatures, it blocks them all. Any damage dealt by defending creatures is distributed among the creatures in your attacking band as *you* desire. Banding doesn't allow creatures in a band to "share" any other special abilities. When defending, no declaration of banding is necessary; if any one creature in a defending group (all blocking the same creature) has banding at the time of damage dealing, the controller of the defending group gets to decide how the damage from the attacker blocked by the group gets distributed among the creatures in that group.

Barrier, Great	A magical protection set in place at the end of Lim-Dûl's War and defended by the Guardian. The Great Barrier prevents any planeswalker from gaining physical access to or sending spells into the plane of Shandalar.
Basic Land	A basic land is any land of one of the five basic types—plains, island, swamp, mountain, or forest. <i>See</i> Land .
Batch	A 'batch' or 'stack' is a series of fast effects that build on one another as players interrupt or respond to each other's spells. Batches are resolved by the LIFO rule (Last In, First Out) for all effects. Any damage done to creatures or players is applied when the damaging spell resolves, and creatures killed (or destroyed through means other than damage) are sent to the graveyard immediately. Regeneration and graveyard effects are checked when this occurs.
Beta	An informal term used to describe the second version of the basic card set. <i>See also</i> Unlimited .
Block (-ed, -ing)	Creatures cannot attack other creatures directly; a creature can only attempt to attack the opposing player. When that happens, the defending player can block with his or her own creatures. Attacking creatures which are opposed by defending creatures in this fashion are "blocked" and the defending creature is called a "blocking creature." Once an attacking creature is blocked, it stays blocked, no matter what happens to the blocker. Casting a spell that would have made the block illegal or giving the attacking creature an evasion ability will not "unblock" it; you should do those things <i>before</i> the block is declared. Only creatures can block. Thus, for example, Circles of Protection <i>prevent</i> damage, but they do not block.
Bury	A card that is buried must be sent to the graveyard; there is no possibility of regeneration.
Card	If a spell specifies that it affects a "card," then it cannot affect creatures which are represented by tokens rather than cards. A few spells affect cards in the graveyard, the ante, your library, or your hand, but if the spell doesn't specify one of these, it can only affect cards in play.
Card Effect	A fast effect native to a card in play. This term is used to differentiate these fast effects from those cast as spells.

Caster

The caster of a permanent (or other spell) is the player from whose hand the card came into play, even if the card came into play by some means other than normal casting. ‘Caster’ is usually, but not always, a synonym for ‘owner.’

Casting Cost

This is the cost, in mana, that you must pay to cast a spell. When a card refers to the casting cost of another spell, it means the total amount of mana needed to cast the spell, regardless of color. Thus, for the purposes of such a card, a spell costing two green plus two colorless has a casting cost of 4. If the spell in question is an **X** spell not in the process of being cast, then X is 0. If such a spell *is* in the process of being cast, X equals the actual amount of mana spent as X. Note that some spells have additional costs listed in the text of the card; these costs are paid at the time of casting, but are not part of the casting cost. Token creatures are considered to have a casting cost of 0.

Chronicles

This expansion card set is a varied collection with no cards of its own; it includes many cards from the *Arabian Nights*, *Legends*, *Antiquities*, and *The Dark* sets.

Cleanup Phase

When you’ve finished with everything you want to do in your turn, you must tell your opponent. If she declines to use fast effects, the cleanup phase of the turn begins. No fast effects are allowed at this time. All those effects which indicate that they last “until end of turn” or happen “at end of turn” take place automatically. At the same time as “until end of turn” effects wear off, all damage is removed from all surviving creatures. If there is more than one “at end of turn” effect, they take place in the order chosen by the players, just like all end of phase effects. When these are done, the phase and the turn end; you can’t squeeze in any more fast effects at the last moment, and there is no time “between turns” for effects. (Cleanup takes the place of the old “End” and “Heal” phases.)

Collection

All of the cards you own; a subset of these make up your dueling deck. Also, the bottom area of the **Deck** screen, where your collection is displayed, is called the **Collection** area.

Color

The color of a card is determined by the type of mana you need to cast it, as specified in the upper right corner of the card. If a card takes more than one color of mana to cast, it is considered to be of all of those colors. If the card requires no particular color of mana or no mana at all to cast, as with artifacts and land, then the card is colorless. The possible colors are white, blue, black, red, and green. Colorless doesn’t count as a color. Any damage caused by a particular source is the same color as the source. *See also* **Source**.



Color Filter	Any of the buttons used (in the Deck Builder and Deck screen) to control the inclusion of cards in the inventory (or collection) according to color.
Colorless Mana	Colorless mana is the sixth type (<i>not</i> color) of mana, distinguished from the five types of colored mana. Cards that provide colorless mana indicate this through words, not symbols (for example, “Add two colorless mana to your mana pool”). Colorless mana may be used (along with any combination of the other types of mana) to pay costs that require generic mana—mana of any type. These are the costs that are listed in the gray circles. Note that the obsolete term “gray mana” is still used by some people to mean colorless and generic mana.
Combat	When dueling in Shandalar, the second of the three “sub-phases” of the main phase. The attack takes place during this sub-phase. Also, an informal term for the attack.
Combat Damage	Damage dealt by attacking and blocking creatures during combat. This damage is equal to the power of each creature. Damage dealt by spells and effects is not combat damage.
Common	The lowest level of rarity a card can have. Common cards are the easiest to find.
Concede	A player can concede a duel at any time. The duel ends immediately and the other player wins. If the duel is for ante, the winning player collects the ante.
Continuous	Some permanents have effects that apply all the time. If there is no cost or condition associated with an effect listed on a card, then it is a continuous effect. Continuous effects of lands, creatures, and enchantments can only be stopped by getting rid of the card; continuous effects of non-creature artifacts stop while the artifact is tapped. Note also that the obsolete term ‘continuous artifact’ is still used by some people. This simply means an artifact with a continuous effect.

Controller

Usually, the controller of a permanent is the player who cast that spell. Sometimes, though, a spell or effect can give a player temporary control over an opponent's card. If you take control of a card this way, you get control of only the card itself; you don't get control of any enchantments already on the card. If a card says "you" on it, it means the card's controller; if it meant the card's owner, it would specify "owner." (See **Owner**.) A card under temporary control of another player is returned to its original owner or its owner's graveyard when it leaves play, when the controlling enchantment or effect is removed, or when the duel is over, whichever comes first.

Cost

The cost of a spell is the casting cost plus any other costs defined in the text of the spell. For example, Drain Life has a casting cost of 2 (1 ☠), but an additional cost of ☠ for each 1 damage it is to deal. Some spells require a sacrifice or payment of life as part of the cost. Similarly, the cost of an effect is the activation cost plus any other costs defined in the text of the effect. Some effects call for the removal of counters; this is a cost as well. All costs must be paid at the time the spell or effect is announced (all targets must be chosen at this time, too). This payment cannot be interrupted or otherwise interfered with.

Counter (n.)

A counter is a marker used as a reminder on certain cards. Counters are not tokens. (See **Token**).

**Counter (v.)**

To counter a spell or effect means to prevent that spell or effect from being cast. Countered spells go to the graveyard. The caster of the countered spell or effect still has to pay the casting cost. A countered spell is not successfully cast.

Creature

A creature is an ally called in to aid the player in a duel. Creatures are usually brought into play by a summon spell. Note that some spells affect creatures and others affect spells; a "summon creature" card is a spell while it is being cast, and it becomes a creature only after it has been successfully put into play. If a creature has a power that is a continuous effect, that effect functions as long as the creature remains in play, even if the creature becomes tapped. Cards in the graveyard or in your hand are not creatures; if a spell refers to a "creature" in the graveyard or in your hand, this is shorthand for "summon creature or artifact creature card."

Damage

Wounds and magically caused injuries are recorded as damage. Creatures usually deal damage when they attack, and many different spells cause damage. Each 1 damage dealt to a player results in a loss of 1 life, unless the damage is prevented or redirected. Any time that a creature has taken damage equal to or exceeding its toughness, it is considered to have taken lethal damage and goes to the graveyard, unless saved. Some spells and effects say to destroy, bury, remove from the game, or sacrifice a creature; these are not considered damage.

Damage Dealing

During an attack, the point at which the creatures damage each other and (possibly) the defending player is called ‘damage dealing.’ Before any of the creatures deal damage, players have a chance to use fast effects to destroy or neutralize them. (See **Attack** for the full sequence.) Normally, each creature deals damage equal to its power. Blocking creatures only damage the creatures they blocked. Attacking creatures that were blocked only damage their blockers (unless the attacker has trample); if all of their blockers are gone, they just attack empty air and deal no damage. Unblocked attacking creatures and those with trample are the only ones that can damage a player. Any creature that regenerates during combat *before* the damage dealing starts is unable to deal or receive damage during this step. If a blocker is tapped—for example, because someone cast Twiddle on it, or it tapped to use a special ability—then that blocker will not deal damage to the creature it blocks in this step. The tapped blocker can still be damaged or destroyed by the creature it blocked, which still deals its damage. Attacking usually requires a creature to tap, so attacking creatures deal damage whether they are tapped or not. If a creature was somehow removed from the combat before the damage dealing step, then that creature is no longer an attacking or blocking creature, and thus it cannot deal or receive damage from the combat. Any spell that removes a creature from play removes it from the combat. Also, if a creature changes controllers during combat, it is removed from the combat. If there are several attacking and blocking creatures, resolve the combats in the following order: the attacker decides which combat to resolve first and must then declare how he or she wishes to assign the damage from the attacking creature (or creatures, see **Banding**) in that combat. The defending player must then declare how he or she wishes to assign the damage from the blocking creatures in that combat (usually there is only one attacking creature, and thus not much choice). The attacker then decides which combat to resolve next and the process continues.



Dark, The

An expansion set that focuses on the sinister side of each of the five colors of magic.



Deck	A group of <i>Magic</i> cards used by one player in a duel.
Deck Builder	A separate utility program used for designing and building decks without many of the restrictions imposed in Shandalar. Built decks can be used in the Duel , but not in the full game.
Defending	The defending player is the subject of an attack. On some older cards, the phrase “defending creature” appears; it is a synonym for “blocking creature.”
Destroy	A permanent that is destroyed is sent to the graveyard, but it may be saved by regeneration or by effects that prevent destruction. When a spell or effect destroys a creature, it ignores the creature’s toughness entirely; destruction is not the same as damage and cannot be prevented by damage prevention effects.
Discard	This means to take a card from your hand and put it on top of your graveyard.
Discard Phase	The discard phase comes immediately after the main phase. If the player whose turn it is has more than seven cards in hand at this time, he or she must discard down to seven. It is legal to use fast effects during this phase, before but <i>not after</i> discarding.
Dominion	A powerful spell offered to each of Shandalar’s five major wizards by Arzakon. Though Arzakon has claimed that this spell will give its caster eternal life and total power over the plane of Shandalar, in reality the consequences will be quite different.
Draw (n.)	If both players have less than 1 life at the end of a phase or at the beginning or end of an attack, the duel is considered a draw—no one wins. If you were playing for ante, you would both take back your own ante.
Draw (v.)	This means to take a card from your library and add it to your hand. Drawing is considered a fast effect.
Draw Phase	The third phase of a turn is the draw phase. Usually, all that happens in this phase is that you draw a card, but it is legal to use fast effects both before and after drawing.
Duel	Each time you face off against an opponent, you engage in a magical duel.

Duel, The	A separate utility program used to test built decks against those used by the creatures and wizards in Shandalar.
Effect	Anything in the card text that is not in italics describes either an ability (such as trample, flying, or protection) or an effect. Effects are things that that card can “do” once it is in play. Effects come in two types: continuous effects, which do not have an activation cost, and fast effects, which do. Effects might be mana sources, interrupts, or instants. <i>See also</i> Ability ; Activation Cost ; Continuous ; Fast Effect .
Enchant World	Enchant World cards are a special type of enchantment. They follow all the rules for normal enchantments, plus one additional rule. Only one enchant world enchantment can be in play at any time. If a second enchant world card is brought into play, the first one is immediately buried.
Enchantment	An enchantment is one of the types of card called “permanents.” Enchantments are labeled either “Enchantment” or “Enchant X”, where <i>X</i> is the type of permanent that the enchantment may be played on (or “World”). “Enchant X” spells (except for enchant world spells) are local enchantments, and these may only be cast on a permanent of the appropriate type; if that permanent leaves play, the enchantment is buried. If at any time the card they are on ceases to be a legal target, then the local enchantment is buried.
End Phase	<i>See</i> Cleanup Phase .
Fallen Empires	An expansion card set that uncovers more members of the more interesting races and species in <i>Magic</i> and introduces a few new species.
Fast Effect	Interrupts, instants, and non-continuous effects of permanents are called fast effects. Unless otherwise specified on the card, you can use fast effects during the upkeep, draw, main, and discard phases of any player’s turn. Interrupts can be cast to interrupt the use or casting of a spell or effect. Both interrupts and non-interrupt fast effects (instants) can be cast (as instants) in response to other non-interrupt spells and effects. Once both players have signaled they are done with fast effects (for that batch), everything in the batch resolves in the “last in, first out” order (LIFO). All damage is resolved along with the effect that caused it. No new effects may be used while you’re resolving a batch, unless they are triggered by something that happens in that batch, such as a creature’s destruction.

Fifth Edition

A revision of the rules of *Magic: The Gathering*. There is no specific expansion set or version of the basic card set associated with this revision.

Filter

Any of the buttons used (in the **Deck Builder** and **Deck** screen) to control the inclusion of cards in the inventory (or collection).

First Strike

Creatures with the ability first strike deal their damage first in an attack. If any creatures have first strike, steps 6 and 7 in the attack sequence happen twice. After all of the first strike damage has been assigned, damage prevention occurs as usual, and then any creatures dealt lethal damage go to the graveyard. After this step, any surviving creatures without first strike deal their damage. Creatures killed by first strike damage do not get to deal damage, but any special effects caused by their attack or block will still happen. (*See also* **Attack**.)

Fizzle

If, for whatever reason, a spell fails, that spell is said to have fizzled. Minor changes cause a spell to fizzle—a target becoming illegal or being removed, for example. When a spell fizzles, the casting cost is not refunded and the spell card goes to the graveyard, as if it had been countered.



Flying

A creature with flying (an ability) can only be blocked by other creatures with flying (or the “ability” web). Note that you cannot have your creatures “fly low” and allow them to be blocked, even if it would be helpful for you to do so. Flying creatures can block non-flying creatures; they just can’t be blocked by them.

Forestwalk

See **Landwalk**.

Fourth Edition

The fourth version of the basic card set.

Free Action

A term used in Shandalar to describe the capacity some creatures have to attack without becoming tapped.

Generic Mana

Mana required by a spell or effect that may be of any color or colorless. That is, when the color of the mana does not matter, the spell requires *generic* mana.

Global

An enchantment that does not require a target is a *global* enchantment. Targeted enchantments are *local*.

Graveyard

Your graveyard is your discard pile, which is always face up. Cards in the graveyard are simply cards; they aren't artifacts, creatures, or whatever they would be if they were in play. Any card that breaks this rule will specifically say so. Cards in the graveyard have no "memory" of how they got there or what enchantments or counters were on them when they were destroyed. They can't be healed or regenerated. You may look through your or your opponent's graveyard at any time, but may not change the order of cards there. Each player's graveyard is separate. Cards that you own always go to your own graveyard, no matter who controlled them last. If a spell says that it affects a creature in a graveyard, it can be used on any summon or artifact creature card in there, regardless of whether that card was ever in play. It cannot be used on other types of cards, even if that card would become a creature when brought into play. Similarly, if a spell says that it affects an artifact in a graveyard, it can be used on any artifact or artifact creature card there, and so on. (*See also* **Prevent**; **Bury**; **Heal**; **Redirect**; **Regenerate**; **Remove**.)

Great Barrier

See **Barrier**, **Great**.

Guardian

An extremely powerful wizard who protects Shandalar from the predatory planeswalkers and others who would misuse Shandalar's unusually rich mana. Though he was trained and assigned to his post by Kenan Sahrmal, the Guardian's true identity is unknown by even his closest associates, the Lords of the five Guilds.



Hand

A hand is the cards a player has drawn from his or her library but not yet played. Cards in your hand are just cards; they become spells at the time you attempt to cast them, and may become creatures, artifacts, or enchantments if the casting succeeds. If a spell or effect returns a card to a player's hand, the card always goes back to its owner's hand, no matter who controlled it at the time it was returned. You can never have another player's card in your hand.

Heal

Healing damage, unlike prevention or redirection, does not stop the damage from occurring. To heal is to repair damage already done.

Homelands

An expansion card set that, among other things, rounds out some of the more interesting species in the *Magic* multiverse of Dominia.




- In Play** Cards that have been played in your territory or in your opponent's territory are considered "in play." Cards in either player's hand, library, and graveyard are not in play. Neither are cards that have been removed from the game or removed from play. A spell that has not yet been successfully cast is *not* in play. Cards that aren't in play are also not valid targets for targeted effects, unless the targeting spell—Counterspell, for example—specifically says so.
- Instant** An instant is the most common type of fast effect spell. The card for an instant spell is placed in your graveyard as soon as the spell is resolved. Instants may be used to respond to other spells, but not to interrupt them.
- Interrupt** An interrupt is a special type of fast effect. Interrupts are the only effects that can be used while another spell is in the process of being cast, so *only* an interrupt can target a spell or counter another spell. Unlike other fast effects, an interrupt is always resolved immediately after it is announced (unless it is itself interrupted). Another difference between interrupts and other fast effects is that changes made by interrupt spells last as long as the target remains in play, even though the interrupt card is placed in the graveyard as soon as the spell is resolved. This permanent change only applies to interrupt spells, not to special abilities that say to "play as an interrupt." Note that any interrupt that does not target a spell being cast is considered an instant.
- Inventory** In the **Deck Builder** or at the **Selection** screen, all of the cards available to you (those not already in your collection or in the deck you're building). The bottom area of the **Deck Builder** screen, where the available cards are displayed, is called the **Inventory** area.
- Islandwalk** *See* **Landwalk**.
- Kenan Sahrml** An ancient hero of Shandalar. Sahrml drove away the original group of planeswalkers who "discovered" Shandalar, though he was defeated by Lim-Dûl in the process. Later, it was Sahrml who trained and installed the Guardian. After the Great Barrier and the Guardian were in place, Kenan Sahrml disappeared.
- Kill** 'Kill' is often used as an informal synonym for 'destroy' when referring to a creature. Some older cards also use this term.

Kzzy'n

The current Lord of the Red Guild. She is also known by the honorary title of the post, "Dragon Lord."

Land

Land is a type of card that typically generates mana. Normally, you may play one and only one land card during your turn. Land is colorless and is a permanent, though it's never a spell. When a spell turns a land of any type into a basic land—a plains, island, swamp, mountain, or forest—that land loses its original abilities and takes on all the properties of the new type, including the color of mana generated. Understand that land is not mana and mana is not land; land is merely the most common source of mana. Tapping a land for mana is always played as a mana source; tapping a land for any other effect is just a normal fast effect. Playing a land is not casting a spell, so it doesn't follow the spell timing rules. Nor is it an interrupt. You may not "respond to" your opponent's playing a land, and you may not play a land as a response to an opponent's action or while a spell is being cast. When a land is tapped, any continuous effects it may have are still active, and any effects which do not include  are still useable.

Landwalk

A creature with a landwalk ability—swampwalk, forestwalk, and so forth—cannot be blocked if the opponent has any land of that type in play. It can't even be blocked by another creature with the same type of landwalk.

Legend

A legend is a special type of creature and follows all the rules for creatures, plus one additional rule. Only one legend of any given name can be in play at any time. If a second legend with the same name comes into play, it is immediately buried. If more than one legend with matching names come into play at the same time, all of them are buried. Any creature with the words 'Summon' and 'Legend' (or 'Legendary') in its type is a legend.

Legends

An expansion card set that includes many of the multiverse's legendary characters and heroes; this set introduced the multicolored, gold-bordered cards.

Library

Your library is your draw pile. If your library is ever empty when you need to draw a card, you lose the duel. Once the duel has started, no one (including you) may look through your library or shuffle it unless a spell or effect specifically gives a player that ability.

Lichlord The current Lord of the Black Guild, sometimes called Skavius Slan. Though this magical being inhabits what is left of the body of the great hero Azaar—a vessel also inhabited in the past by Lim-Dûl—Lichlord remembers nothing of his body’s previous existence.

Life Each player starts a duel with a certain amount of life. Each 1 damage done to the player subtracts 1 life if it is not prevented or redirected. If a player has less than 1 life at the end of a phase or the start or end of an attack, that player loses the duel. You can go below 0 life and not lose—if you manage to gain back enough life to put you *above* 0 before the end of the phase. There is no limit to how much life you can gain or lose; it’s possible (though unlikely) for a player to have 100 or 1,000 (or more) life at the end of a duel.

Life Register The area of the dueling table where the life total is tallied. Each duelist has a separate life register.

Life Total The amount of life a duelist has at any given moment.

LIFO Rule When more than one fast effect is used in response to the successful casting of a spell or activation of an effect, these instants form a batch (or stack). When both players signal that they are done using fast effects, all of the spells are resolved in reverse order of casting. That is, the last cast takes effect first, and they proceed in LIFO order—last in, first out—until you finally reach the original spell or effect.



Lim-Dûl A vicious, necromantic planeswalker who invaded Shandalar before the erection of the Great Barrier. This cunning wizard has defeated Kenan Sahrmaal in a duel and twice waged wars of conquest that ravaged the plane. At present, his spirit is imprisoned somewhere in Shandalar.

Limited The earliest release of the basic card set, sometimes called the “Alpha” version.

Local An enchantment that requires a target is a *local* enchantment. Non-targeted enchantments are *global*.

Main Phase	Most of the action in a turn takes place during the main phase. Not only are fast effects legal during this phase as in others, but during your main phase, you can also cast permanents and sorceries, declare one attack, and play one land. You can perform as many or as few of these actions as you like, and you may mix them in any order. For example, you could summon a creature, then attack, then play a land and summon another creature.
Main Post	When dueling in Shandalar, the last of the three “sub-phases” of the main phase. Any actions taken after the attack has concluded (but still during the main phase) take place during this sub-phase.
Main Pre	When dueling in Shandalar, the first of the three “sub-phases” of the main phase. Any actions taken before the attack begins (but only during the main phase) take place during this sub-phase.
Mana	The magical energy used for casting spells and activating effects is called mana. Most mana comes from tapping land, but some mana comes from other sources. Mana is not land, and land is not mana. Tapping a land for mana is always played as a mana source, which can neither be interrupted nor responded to. There are seven types of mana, consisting of the five colored types—white, blue, black, red, and green—colorless mana, and generic mana.
Mana Burn	<i>See</i> Mana Pool .
Mana Dome	When a city has been taken over by one of the Guild Lords, it becomes bound inside a magical dome. This dome drains the magical energies of the city and channels it to the controller of the dome.
Mana Link	The reward for a quest might be the establishment of a mana link between your character and a specific location. What this means is that as long as that location remains unconquered, you derive an extra 1 life from it. If one of the wizards manages to take over that place, you lose the link immediately.

Mana Pool

When you generate mana (whether by tapping lands or in some other way), the mana goes briefly into your mana pool, a holding place for mana. You can then use the mana in your mana pool to cast a spell. Your mana pool empties at the end of each phase and at the beginning and end of an attack; if any unused mana remains in your mana pool when it empties, you lose 1 life for each one mana you didn't use. This loss of life is called "mana burn." You will normally generate mana as you need it for a spell and will generate only as much as you need so that you won't have any extra. However, some mana sources (like Dark Ritual) give you more than one mana, which may leave you with extra. You cannot prevent mana burn using damage prevention spells or effects, but you could use effects that target "loss of life." Of course, you'll need to tap for new mana to pay for them, since the mana that was in your pool (and caused the burn) is already considered gone.

Mana Source

Any land in play or effect on a card in play that you use to generate mana is considered a mana source. Drawing mana from any source is not considered an action; it can neither be interrupted nor responded to.


Mana Stone

A type of gem available in Shandalar. Mana stones come in five colors, corresponding to the five colors of magic. They are used as a medium of trade and for powering special world magics. Mana stones are of no use during a duel.

**Mana Tap**

Whenever one of the wizards successfully conquers a city, he or she establishes a mana tap there. When one of them has enough mana taps, that wizard is then able to cast the Spell of Dominion.

Mono Artifact

This is an obsolete term found only on early edition cards. For the purposes of the *Fifth Edition* rules, a mono artifact is simply an artifact, and every effect on the card has an activation cost of .

Morgane

The "Great Druid" is the current Lord of the Green Guild.

Mountainwalk

See **Landwalk**.

Oneiromancer	One who divines the future through dreams.
Owner	The owner of a spell is the player brought that spell to the duel. A card under temporary control of another player is returned to its original owner or its owner's graveyard when it leaves play, when the controlling enchantment or effect is removed, or when the duel is over, whichever comes first. In a duel, cards change owners only through ante or the effects of a few special cards. <i>See also</i> Controller .
Permanent	All artifacts, lands, creatures, and enchantments in play are permanents, as are any tokens representing permanents. (<i>See</i> Token .) Spells that will become permanents aren't considered permanents until they are successfully cast—that is, put into play. Specifically, any spell or effect that targets a permanent cannot target a spell that <i>will become</i> a permanent; both players must wait until the spell has been successfully cast and is in play before using such spells and effects.
Phase	Each player's turn is divided into several parts, called phases. The phases take place in this order: untap, upkeep, draw, main, discard, cleanup. Each of these phases happens every turn, even if you don't have anything to do during that phase, and every player can use fast effects in all but the first and last phases. There is no time "between phases" for things to happen; all actions and effects take place during one or another of the phases.
Phase Bar	The portion of the Dueling Table used in Shandalar to mark and control progress from one phase to another.
Plainswalk	<i>See</i> Landwalk .
Poison	A term used in Shandalar to describe the capacity some creatures have to give a player they damage one or more poison counters. If a player gets 10 poison counters, that player loses immediately, even if his or her opponent has negative life. It doesn't matter whether the counters came from the same card or from several different cards.



Poly Artifact

This is an obsolete term found on early edition cards. For the purposes of the *Fifth Edition* rules, a poly artifact is considered simply an artifact.

Power

A creature's power is the amount of damage it deals in combat (combat damage). It is the first of the two numbers written in the lower right corner of the creature card. If a spell or effect reduces a creature's power to 0 or less, that creature deals no damage. (No, creatures with negative power do *not* heal other creatures.) Furthermore, a creature with 0 or less power is treated as having a power of 0 for all purposes *except* raising the power back up again, for which the actual negative number is used. Also, if a card says to give a creature a specific power (rather than modifying its existing power), then treat the creature as though the first number in the lower right corner of the card (the "base power") were actually changed. Any enchantments on the creature, including those already in play, would then build from this starting point.

Prevent

Damage prevention effects target the damage itself, and they cause it to simply not happen (unlike healing, which repairs damage already done). Prevention effects do not target the source of the damage. Damage prevention only works on "fresh" damage; that is, it only works at the time the damage is being applied. Note that spells like Unsummon (an instant that returns a creature to its owner's hand) and Giant Growth (an instant that gives a creature +3/+3 until the end of the turn) are not damage prevention, and so are not legal to use during a damage prevention step. Damage prevention or redirection is useless if a creature is "destroyed" by an effect, since "destroy" isn't equal to any amount of damage, but regeneration can save a destroyed creature. None of these can save a creature that is "buried." A damage prevention step happens any time that a creature is sent to the graveyard or damaged or a player is damaged. The rules about using spells and effects during damage prevention take precedence over any other rule governing what you can or can't do during a given part of the turn.

Protection	A creature with protection from a particular color of magic cannot be blocked by creatures of that color or targeted by spells, enchantments, or effects of that color, and all damage done to it by sources of that color is reduced to 0 whether targeted or not. Additionally, giving a creature protection from a given color (with a ward, for example) destroys any enchantments of that color already on the creature. Protection is not immunity; the creature is still vulnerable to non-targeted, non-damage-dealing effects. For example, Wrath of God (a white spell that buries all creatures) will bury a creature with protection from white. Protection cannot prevent a creature from being sacrificed. Note that it is possible for a creature to have protection from some other characteristic (flying, for example), but this is rare in Shandalar.
QNI	Abbreviation for Quest Navigation Instruments . These include the Quest Timer and Quest Scroll .
Quick Draw	A term used in Shandalar to describe the immunity some creatures have to summoning sickness. These creatures can attack the turn they are summoned.
Rare	The highest level of rarity a card can have. Rare cards are the toughest to find and the most expensive.
Redirect	Redirecting damage, like prevention but unlike healing, causes the damage to not happen to its original target. Redirection effects cause only the target of the damage to change. Redirection does not <i>necessarily</i> target the source of the damage.
Regenerate	Regeneration is similar to healing, in that it repairs damage already done. A creature going to the graveyard due to either lethal damage or to a “destroy” effect can be saved by regeneration. Note that a regenerated creature <i>does not</i> enter the graveyard. Regeneration prevents destruction. If a creature regenerates, then it wasn’t destroyed and no special effects that would have happened due to its destruction will take place. Regeneration also allows a creature to ignore all of the damage it has taken so far this turn, and regeneration taps the creature as a side effect—if it wasn’t already tapped. Regeneration can only be used during damage prevention and only on a creature that is going to the graveyard.

Remove

To be “removed from play” means simply that a card is no longer in play on the table. Going to the graveyard or back into your hand are examples of this. In contrast, to be “removed from the game” is much more serious.

When a spell or effect removes a card (or token) from the game, that card is *not* put into the graveyard. Instead, it is set aside entirely until the duel is over. Spells and effects that affect the graveyard do not and can not affect this card. Also, since the card does not go to the graveyard, no graveyard effects occur.

Restricted

(1) In Shandalar, one can sometimes gain cards as treasure that are especially valuable and not part of the *4th Edition* or *Astral* card sets. For the purposes of the **Deck Builder**, these cards are collected under the general heading of **Restricted**. (2) Generally speaking, a card the use of which is limited in certain types of dueling tournaments.

Resurrect

Resurrection is one method of reclaiming a creature card from your graveyard. It is distinct from regeneration, which can prevent a creature from going to the graveyard in the first place. Beginning players sometimes confuse the two.

**Revised Edition**

The revision of the basic card set released between *Unlimited* and *Fourth Edition*. This was the third version of the basic card set.

Sacrifice

Certain cards require you to sacrifice a card in play, usually as part of the cost of generating a particular effect. You can sacrifice only cards you control, and you *can* sacrifice a card that is going to the graveyard (so long as the effect the requires the sacrifice is legal at the time). Sacrificed cards get buried immediately; they can't regenerate. Since a sacrifice is a cost, it happens instantaneously as soon as you declare it; it can't be prevented by other effects. Even if the card requiring the sacrifice is countered or destroyed, the sacrifice still takes place. A sacrifice is not a targeted effect.

Set Filter




Any of the buttons used in the **Deck Builder** to control the inclusion of cards in the inventory according to card set.

Shandalar

One of the many planes in the multiverse of Dominia. The plane of Shandalar is unusually rich in mana and has the distinction of being the only known plane in which the ability to cast spells and use magic are commonplace.

Showcase	In Shandalar, any time when it would be helpful to be able to read the entire text of a particular card, there is a method for doing so. In most cases, this involves a very large card displayed in a particular area (the upper left on the Deck screen, for example). The area where the card is shown is called the Showcase.
Sorcery	Like an instant, a sorcery card is placed in the graveyard immediately after it is resolved. Sorceries, however, may only be cast during the main phase of your own turn, and they may <i>not</i> be cast during an attack or as a response to another spell.
Source	The source of damage is the card that dealt that damage, whether or not another card helped it do so. For example, if you put a Firebreathing enchantment on a Grizzly Bears to increase its power, all the damage the Bears deals is considered damage from the Bears, even though the Firebreathing helped. So, although the Bears is green and Firebreathing is red, all the damage the Bears deals is damage from a green source. On the other hand, if a land enchanted with Psychic Venom becomes tapped, it is the enchantment that is doing the damage, not the land. Thus, the damage would be from a blue source. If the enchantment said that the land itself dealt 2 damage, then the damage would be from a colorless source (because lands are colorless). Read cards carefully; the source of the damage is always specified.
Source, Mana	<i>See</i> Mana Source .
Spell	Cards come in two types: lands and spells. Casting a spell <i>always</i> involves playing a card from your hand. Abilities and effects of cards already in play are <i>not</i> spells and cannot be affected by things that affect spells. Some spells bring a permanent into play; these cards are considered spells while being cast and become creatures, artifacts, or enchantments only if and after the spell is successfully cast.
Spell Chain	A spell in the process of being cast, all of the interrupts targeting that spell, any interrupts targeting <i>those</i> interrupt, and so on. Also, a spell just cast and any instants (and interrupts used as instants) used in response to that spell. Spell Chains are resolved according to specific timing rules. <i>See also</i> Batch .
Stack	<i>See</i> Batch .
Starcryst	The name taken by the current Lord of the Blue Guild when she assumed the post. Though there is no official title for the leader of this guild, many refer to her as the “Astral Visionary.”



- Stoning** A term used in Shandalar to describe the capacity of certain creatures have to destroy whatever creatures they block or that block them.
- Summon** Creatures are usually brought into play by means of a summon spell. Summon creature cards are spells while being cast; if the spell is successful, the card then remains in play and represents the creature that was summoned. Artifacts and artifact creatures are cast instead of being summoned, so anything that affects a summons won't affect the casting of an artifact.
- Summoning Sickness** No creature can attack or use any special ability the activation cost of which requires tapping the creature unless the card or token representing that creature was in play under your control at the beginning of your turn. That is, it has been in your control continuously since your most recent untap phase. This temporary inability is usually called "summoning sickness." Creatures which have summoning sickness can be used to defend, and they can also use abilities that don't have  as part of their cost. Finally, only creatures can have summoning sickness; any other permanents may be used immediately after being brought into play.
- Swampwalk** See **Landwalk**.
- Tap, Tapping** Tapping a permanent means turning it sideways. Many cards with abilities or effects require tapping the card as part or all of the cost of using that ability or effect. This is represented by  in the activation cost. Note that tapping the card does not in itself generate the effect; the controller of the card has to announce that he or she is using the effect and then tap the card when paying the activation cost. If something else happens to tap a card, the ability is not activated.
- Tapped** A sideways card is referred to as being "tapped." Non-creature artifacts are completely deactivated for as long as they remain tapped, but tapped creatures and lands still function normally, though tapped creatures can neither attack nor block. When a card is tapped, you cannot use any of that card's effects that have  in the activation cost.

Target

A target is the specific card, token, or player at which a spell or effect is aimed. Some spells require one or more targets; you can't cast such a spell if there are no valid targets in play. Usually, the type of target required will be obvious; a card with the type "Enchant Land" must be played on a land, for example. Spells that affect a whole class of cards, such as all creatures in play, don't require a target and can therefore be cast at any time. If a spell targets a permanent, that spell can't be cast until the spell for the permanent is successfully cast. If a spell is aimed at a single target and that target is removed from play or becomes invalid before the spell resolves, that spell fizzles and has no effect. If a spell is aimed at multiple targets and one or more of those targets are removed or become invalid before the spell resolves, that spell still affects any of its original targets that are still valid and in play. Note that no spell which allows multiple targets can target the same thing more than once. An effect may target the same thing more than once, but not during the same activation. Creature combat—attacking and blocking—isn't considered a targeted effect. If a spell or effect requires a target, the caster must announce the target at the time she pays the cost of and uses the spell or effect; it cannot be changed later. If no legal targets are in play at that time, the spell or effect may not be used.

Territory

The lower of the two large areas in the dueling screen, where you play most of your cards, is called your territory. The other large area is your opponent's territory.



Token

Occasionally, a card will ask you to use a token to represent a permanent, such as a creature. These tokens are permanents, and are affected by spells and effects that affect the appropriate type of permanent, but they are not considered cards. If any effect (including damage) takes a token out of play, it is removed from the game. You cannot return a token to your hand or otherwise maintain it out of play. A token may be *sent* to the graveyard, but it cannot stay there. If a token is killed or sent to the graveyard, it is removed from play immediately *after* it reaches there. This will trigger effects that depend on something going to the graveyard, but not those that depend on it remaining there. Tokens are *not* counters. (See **Counter**.)

Tonamur

The great ocean that surrounds Shandalar's only known continent. Traditional wisdom holds that, in fact, there is only one land mass on Shandalar, and that the waters extend around the globe. Whether that is true or not, the fact remains that nothing is known of the ocean's breadth or what other lands (if any) exist on its far shores.

Toughness

A creature's toughness is the amount of damage it can take before it is destroyed. If a creature's toughness is reduced to 0 or less, the creature dies. Note that damage prevention effects can only prevent damage; they cannot prevent effects that reduce a creature's basic toughness. You check whether a creature's toughness has been reduced to 0 or less as soon as any spell or effect has been resolved; it is not possible for a creature to survive if its toughness is lowered below 1. Also, if a card says to give a creature a specific toughness (rather than to modify its existing toughness), then treat the creature as though the second number in the lower right corner of the card (the "base toughness") were actually changed. Any enchantments on the creature, including those already in play, would then build from this starting point.

Trample

Normally, an attacking creature that is blocked cannot damage the defending player. A creature with trample gets around this limitation by dealing a special type of damage in combat, called 'trample damage.' If a blocking creature has taken damage greater than its toughness, any excess, unprevented trample damage will "spill over" from the creature to its controller at the end of damage prevention, even if the creature that was damaged regenerated. If a single creature receives both normal damage and trample damage at the same time, apply the trample damage *last*. Since the excess damage isn't redirected until the creature goes to the graveyard or regenerates, the player can't choose to take the spillover damage and then save the creature by preventing 1 damage to it. Trample only functions when the creature that has it is attacking, not when it's blocking.

Turn

Every turn consists of six phases. When one player's turn finishes, the next player's turn begins immediately. There is no time "between turns" for using fast effects. Some spells may be used during any player's turn; others may only be played during your own turn. Effects which wear off at "end of turn" last until the cleanup phase of the current turn, no matter whose turn it is.

Type Filter	Any of the buttons used (in the Deck Builder and Deck screen) to control the inclusion of cards in the inventory (or collection) according to the type of the card.
Uncommon	The medium level of card rarity. Uncommon cards are not as easy to find or as inexpensive as common cards, but are more abundant and cheaper than rare cards.
Unlimited	The second collected release of the basic card set, which included cards from both the first (<i>Limited</i> or “alpha”) and second (“beta”) versions.
Untap	Turning a card back from the sideways, tapped state to the normal, upright position is called untapping the card. Untapping a card does not normally undo any of the effects caused by tapping the card; it merely makes the card available to be tapped again.
Untap Phase	The first part of each turn is the untap phase. All you do in this phase is untap cards; you can’t use fast effects. All of your cards untap simultaneously, and you must untap all of your cards except those which are prevented from tapping. Some cards give you the option of keeping them tapped; these cards are not required to untap during the untap phase.
Upkeep Cost	Some cards have an upkeep cost. If you control a card with an upkeep cost, during the upkeep phase of your turn you must either pay the cost or suffer the effects of not paying it before you can use any of the non-continuous special abilities of that card.
Upkeep Phase	The second part of each turn is the upkeep phase. This is the first chance to use fast effects during the turn. Also, all upkeep costs are dealt with during this phase. The order in which upkeep effects take place is strictly defined. Both players may use fast effects both before and after each effect. If a permanent with an upkeep cost leaves play before the cost has been paid, the cost does not need to be paid. A player cannot end the upkeep phase until all of the permanents with an upkeep cost have been dealt with.

**Wall**

Any card labeled “Summon Wall” counts as a Wall, no matter what the name of the card is—for example, Carnivorous Plant is a Wall, though “Wall” does not appear in its name. Walls are creatures and follow all the same rules as any other creature, with one exception: unless the card specifies otherwise, a Wall cannot attack (unless, of course, some other card gives it that ability). Even a Wall with power greater than 0, like the Carnivorous Plant, may not attack—but it can deal damage to any creature it blocks. Just like any other defender, a Wall can normally block only one attacking creature at a time. Finally, remember that Walls can be affected by any spells that affect creatures, even if this seems illogical or silly. For example, you can get rid of a Wall of Stone by casting Terror on it.

Web

A term used in Shandalar to describe the capacity some non-flying creatures have to block flying creatures.

Winning/Losing

If, at the end of *any phase* of either player’s turn or at the beginning or end of an attack, one player’s life total is 0 or less, the other wins. If a player’s life total reaches 0 or less at any other time, that player has until the end of the phase to get back to 1 or more life. If both players are reduced to 0 or less life during the same phase, the duel is a draw. If you can’t draw a card when required to do so (your library is empty, for example), you lose the duel immediately. Certain cards might define other ways to win or lose.

World Magic

At some cities, extraordinary magical items or powers have been hidden away for long centuries. When you find one of these and pay the cost of that magic, you gain access to it, as represented by a World Magic. These spells have various beneficial effects.

You/Your

Cards that use the term ‘you’ or ‘your’ in their text always mean the current controller of the card. If a card just affects ‘you,’ it can’t affect your creatures. For example, a Circle of Protection—which says “prevent all damage against you”—can only stop damage to the player, not damage to that player’s creatures. *See* **Controller**.



12. Appendix: Sequence of Play

Each player's turn consists of six phases, in order. All of these phases and all of the parts of each happen every turn, even if you don't need to do anything during some of them. There is no time "between phases" or "between turns"; everything in the game happens during a phase.

Throughout this Appendix, 'you' means the player whose turn it is.

Damage Prevention Step

Though it is not noted in the following sequence, any time a creature or player is damaged or destroyed, there is an immediate opportunity to use damage prevention, redirection, and (in a case when something is going to the graveyard) regeneration effects. This is sometimes called a "damage prevention" step, a "damage resolution" step, or a "healing" step. It takes place immediately when the damage is assigned and has precedence over anything else that either player might want to do. No effects or spells other than damage prevention, redirection, and regeneration are allowed during this step.

Beginning and End of Phase Effects

During every phase, there might be effects that take place "at the beginning of" or "at the end of" that phase. These effects are always handled in the same order, as follows:

- 1) Effects you (the player whose turn it is) control come first, in whatever order you choose.
- 2) Next come those effects controlled by your opponent, in whatever order she chooses.

Though these effects are generally subject to the usual interruptions and responses, there is no opportunity to take any action before the first beginning of phase effect.

Note that no interruptions, responses, or fast effects of any sort are allowed during the untap and cleanup phases. Thus, effects that take place at the beginning or end of the *turn* can be neither interrupted nor responded to.

Untap Phase



During this phase, all of your cards untap at exactly the same time, unless one or more of them are specifically prevented from doing so by existing effects. Any “untap effects” triggered by untapping cards happen—in the same order as beginning of phase effects.

Neither player can use fast effects during the untap phase.

Upkeep Phase



All effects that say “during upkeep” happen, in the same order as beginning of phase effects. You cannot end the phase as long as you have anything in play with an upkeep cost or effect that hasn’t been dealt with yet. Both players can use fast effects before, after, during, and in between these upkeep effects.

Draw Phase



Before the draw, there is an opportunity to use fast effects.

You must draw a card. The draw takes place as a fast effect (not an interrupt). If you cannot draw a card because your library is empty, you lose. If a fast effect prevents or takes the place of your normal draw, you can not draw.

After the draw, there is another opportunity for fast effects.

Main Phase

For convenience, the main phase is divided into three parts.

PRE-COMBAT




In the earliest portion of the main phase, you can put one land into play. You can do this at any time except during the casting of a spell or the resolution of an effect (a spell chain). If you choose to put a land into play now, you will not be able to do so during post-combat. Putting a land into play (like tapping a land for mana) is not an action, and thus presents no opportunity for fast effects.

You can cast any number of spells and use effects—of any type—during pre-combat, as long as you have enough mana. You can cast spells and use effects both before and after putting a land into play. Any spell (or effect) begins a spell chain, and thus presents an opportunity for interrupts and responses.

COMBAT



You can make one attack during the main phase—again, at any time except during a spell chain. You don't have to attack every turn, but if you choose to, the sequence of events once the attack has begun is not flexible. For ease of reference, we'll treat Combat as if it were divided into five sub-phases.

Note that when you click on , you are only *announcing your intention* to attack. The attack doesn't actually start immediately. Both players have a chance to use spells and effects that must be played “before the attack” to have any effect. Once all of these have been resolved, combat begins. (If you don't like the new situation, you can always attack with no creatures.)

Declare Attackers

You decide which of your creatures will take part in the attack. Tapped creatures and those with summoning sickness cannot attack. Once you have declared a creature as an attacker, you cannot remove it from the attack.

If you want to band any of your banding creatures with an attacker to form a group, you must do so now.

If any of the creatures you include in the attack has a special attack cost associated with it, you must pay that cost when you designate that creature as an attacker.

Your opponent cannot do anything while you are declaring attackers, and you can't use any effects or cast spells, either.

Fast Effects

Once the attack lineup has been declared, both players have an opportunity to use fast effects. At this point, the creatures are officially “attacking creatures” and can be targeted by the appropriate spells and effects. There are a few points to keep in mind at this juncture.

- * If a player takes control of one of the attacking creatures (even if you “take” control of one of your own), it is removed from the attack and no longer counts as an attacker.
- * If an attacking creature is killed or otherwise removed from play now, it is considered removed from the attack and no longer counts as an attacker.
- * This is the last chance to prevent a block by making an attacker unblockable.

Declare Blocking

Your opponent declares the blocking—which creatures are blocking each of the attacking creatures. Blockers are not tapped, but tapped creatures cannot block. The defending player must pay any special blocking costs for a creature, as needed, when declaring that creature as a blocker. Multiple creatures can block a single attacker, but no creature can block more than one attacker (unless, of course, a card specifically gives it that ability).

You cannot do anything while your opponent is declaring the blocking.

Once a block has been declared, the blocked attacking creatures have been blocked and will remain blocked *no matter what* happens to the blocker later.

Fast Effects

After the blocking has been declared, both players have another opportunity to use fast effects. The creatures involved in the blocking are officially “blocking creatures” now, and can be targeted by the appropriate spells and effects. Like before, there are a few points to keep in mind.

- * If someone takes control of one of the attacking creatures at this point (even if you “take” control of one of your own), it is removed from the attack, is no longer considered an attacker, and will not deal or receive combat damage. The same applies to blocking creatures, but any creature that was blocked by the removed blocker remains blocked.

- * If an attacking creature is killed or otherwise removed from play now, it is removed from combat, is no longer an attacker, and will neither deal nor receive combat damage. The same applies to blocking creatures, though any creature that was blocked by the removed blocker remains blocked.
- * If a blocker becomes tapped, it will not deal combat damage. Any creature blocked by it remains blocked, and the blocker might still *receive* combat damage.
- * If a blocked attacker is made unblockable now, it is still blocked and will still exchange combat damage with its blocker.

Resolution

This is the damage dealing step, when the combat damage is actually assigned and any damage prevention takes place. Neither player can take any action during resolution except to use damage prevention, redirection, and regeneration fast effects—and the interrupts that target these effects. There are two things to keep in mind before we continue.

- * Any attacker or blocker which regenerated during an earlier step cannot deal any combat damage or be dealt any combat damage.
- * A blocked attacker with no remaining blockers cannot deal any combat damage unless it has trample.

First of all, attackers with first strike deal their power in damage to whatever is blocking them, and blockers with first strike deal their power in damage to the attacker they're blocking. Unblocked attackers with first strike deal their power in damage to the defending player. All of this happens at exactly the same time. (If there is a choice about how to divide up any damage, the player controlling the damage-dealer chooses, unless banding is a factor.)

Note that there *is* a damage prevention step at this point, and creatures that have taken lethal damage and are not regenerated go to the graveyard.

Next, those attackers without first strike which have not taken lethal damage deal their power in damage to whatever is blocking them, and surviving blockers deal their power in damage to the creatures they're blocking. Unblocked attackers without first strike deal their power in damage to the defending player. All of this happens at exactly the same time. (If there is a choice about how to divide up any damage, the player controlling the damage-dealer chooses, unless banding is a factor.)

Next, any remaining trample damage “spills over” to the defending player.

After the final trample damage has been assigned, another damage resolution step occurs. During this step, both players can use damage prevention, redirection, and regeneration effects—plus whatever interrupts target these effects. No other fast effects are allowed. After that, creatures still in play which have taken lethal damage and not been regenerated go to the graveyard.

Any effects triggered or permitted by creatures going to the graveyard happen now. No other actions (fast effects or interrupts) are allowed.

Finally, combat ends. Any effects that happen “at the end of combat” take place. Neither player can do anything during this step.

POST-COMBAT



After combat is over, you can cast spells and use effects again—any number, of any type, as long as you have enough mana. Any spell or effect begins a spell chain, and thus presents an opportunity for interrupts and (if it is successfully cast) responses.

If you did not put a land into play during pre-combat, you can put one into play now. You can do this at any time except during a spell chain. Putting a land into play is not an action, and thus presents no opportunity for fast effects.

Discard Phase



Before the discard, there is an opportunity to use fast effects.

If you have more than seven cards in your hand, you must discard until you have only seven. If you have seven or fewer, you may not discard, even if you want to. The discard just happens; it is not a spell or fast effect, does not present an opportunity for fast effects, and cannot be interrupted.

Fast effects are *not* allowed after the discard.

Cleanup Phase



Once Discard is complete, no player may use any fast effects until the next turn begins. The Cleanup phase just happens

All damage is removed from all surviving creatures. At exactly the same time, every effect and spell that lasts “until end of turn” expires.

Finally, any effects that happen “at end of turn” take place, in the same order as end of phase effects usually do.

The turn is over, and the next begins immediately. There is no time between turns.



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Index

A

- Ability 29, 51, 68, 79, 84–95, 102–103, 105, 114, 127, 137, 152–153, 160, 162, 169, 170, 173, 182
- Banding 85–87, 152, 162
- First Strike 88, 152, 170
- Flying 85, 88–89, 170
- Forestwalk 89, 173
- Islandwalk 89, 173
- Landwalk 89, 127, 152, 173
- Protection 90–91, 152, 179
- Regeneration 85, 91–94, 152, 179
- Swampwalk 89, 173
- Trample 94–95, 152, 184
- Action 61, 63, 67, 96, 97–99, 112, 116–117, 120, 122, 161, 175, 176, 188, 190, 192, 193
- Activate 62, 74–77, 93, 95, 103, 125
- Activation Cost 51, 58, 62, 66, 74, 76, 79, 81, 84, 91, 96, 105, 153, 160, 161, 166, 169, 176, 182, 183
- Advantage 22, 24, 35, 42, 60, 109
- Alsadim K'mer 6, 160
- Answer a Riddle 36, 38, 43
- Ante 42, 43, 60, 118, 138, 156, 160, 165, 168,
- Antiquities 160
- Apprentice 12, 19, 138, 156
- Arabian Nights 160
- Ardestan 3–4, 160
- Artifact 26, 28, 40, 53, 57–58, 65–66, 74, 78, 81, 124, 131, 149–150, 161, 165, 171, 176, 178, 182
- Creature 40, 57–58, 74, 81, 124, 150, 161, 166, 171, 182
- Continuous 58, 74, 81, 124, 161, 165
- Mono 176
- Poly 178
- Artist 29, 51, 54, 137, 153–154
- Arzakon 5–6, 16–17, 161, 168
- Assembly Worker 82
- Astral 147, 161
- Astral Visionary 182
- At End of Turn 64, 69, 164, 184, 188, 194
- Attack 57, 62–63, 68–73, 77, 78, 80–81, 85–89, 93, 94, 116–117, 125–128, 137, 151, 153, 161–162, 165, 167, 168, 170, 175, 179, 182, 183, 186, 190–193
- Attack Sequence 70–73, 161–162, 190–193
- Attacking Creature 71–73, 79–80, 85–94, 126–128, 161–163, 167, 184, 186, 190–192
- Auto-cast 113, 115, 121
- Azaar 3–5, 162, 174

B

- Background 51, 54, 114
- Banding 85–87, 126–127, 152, 160, 162, 167, 190, 192–193

Barrier, Great 4–6, 163
 Basic Land 51–53, 97, 113, 138–139, 163, 173
 Batch 55, 83–84, 97–102, 104–105, 163, 169, 174, 182
 Beginning of Phase 60–84, 188–189
 Black Knight 82, 84, 88, 91
 Black Mana 52, 65–66, 148, 175
 Black Vise 66
 Block 57, 63, 70–73, 80, 86–91, 94–95, 127–128, 153, 161–162, 163, 170, 183, 186, 191
 Blocked 71–73, 88–90, 94, 161, 162, 163, 167, 170, 173, 179, 184, 191–192
 Blocked Creature 71, 88–89, 94, 161, 163, 167, 170, 173, 184, 191–192
 Blocker 71–72, 77, 86–87, 91, 95, 127–128, 142, 161, 163, 167, 191–192
 Blocking 70–73, 77, 85–87, 88, 93–95, 127–128, 142, 161, 162, 163, 165, 167, 168, 183, 184, 191–193
 Blocking Creature 72, 85–86, 88, 94–95, 161, 162, 163, 167, 168, 183, 184, 191–192
 Blue Mana 52–53, 65, 148, 175
 Border 31, 34, 54
 Brass Man 105, 129, 131
 Bribe 41–43
 Building a Deck 134, 141–144, 168
 Buried 83, 101, 163, 169, 173, 178, 180
 Burn, Mana 67, 176
 Bury 104, 163, 167

C

Cancel 67, 112, 115–116
 Card
 Color 28, 40, 54, 137, 148, 164
 Controller 72, 75, 84, 166, 182, 186
 Owner 82, 84, 92, 106, 166, 171
 Type 40, 51, 55–58, 135, 172, 173, 183, 185

 Parts of 51, 54
 Trading 35, 39–40, 45
 Caster 78, 97, 164, 166, 168, 183
 Casting 28, 50, 53, 55–58, 63–67, 70–71, 74, 77–78, 95, 97, 102, 115, 120–124, 164, 166, 169, 173, 174, 175, 181, 182, 190
 Casting Cost 28, 51, 53, 64–66, 74, 78, 115, 120–121, 137, 151, 164, 166, 170
 Castles 24, 26, 38–39, 42, 109, 141
 Challenge 41–42
 Chronicles 164
 Circle of Protection 66, 76, 140, 144, 186
 City 24, 26, 28, 30–32, 35–36, 39, 43, 46–48, 109, 135–136, 139, 175, 176
 Cleanup 60, 64, 69, 76–77, 82, 117, 164, 177, 184, 188, 194
 Clue 22, 24, 26, 37, 39
 Cockatrice 153
 Collection 23, 26–30, 35, 44, 48, 135–141, 164, 172
 Color
 Card 28, 40, 54, 137, 140, 148, 164
 Deck 12, 20, 27, 37, 39–40, 135–136, 140, 141–144, 145–146, 167
 Mana 28, 51–54, 65–66, 81, 120–121, 137, 142, 148–149, 164, 165, 170, 173
 Spell 52–53, 54, 65–66, 121, 181
 Colorless Mana 53, 65, 81, 165, 170, 175
 Combat 63, 68, 70–73, 87, 93–95, 103, 116–117, 119, 125–128, 161–162, 165, 167, 178, 184, 190–193
 Combat Bar 116–117, 125, 127–128
 Combinations 144
 Common 51, 57, 153, 165
 Concede 112, 165
 Conjuror's Will 26, 48
 Conquered City 31, 35–36
 Consolidate Duplicate Cards 27, 136, 146

Continuous Artifact 58, 74, 81, 124, 161, 165
 Continuous Effect 74–75, 81, 160, 165
 Controller 72, 75, 84, 162, 166, 182, 186
 Conversion 97
 Copies 27, 85, 136, 139, 146
 Cost
 Activation 51, 58, 62, 74, 76, 79, 81, 84, 91,
 96, 105, 153, 160, 161, 166, 169, 176,
 182, 183
 Casting 28, 51, 53, 56, 58, 64–66, 74, 78,
 115, 120–121, 124, 137, 144, 151, 164,
 166, 170
 X 66, 115, 121, 125, 151
 Counter 73, 78, 98, 101, 106, 166, 172, 183
 Counterspell 55, 98
 Creature 24, 29, 31, 33, 35–39, 40, 41, 42–43,
 47–48, 51, 53–54, 55–58, 64–67, 68–72,
 76–77, 79–80, 81, 82, 83–84, 84–95, 98,
 100–105, 109, 114, 119, 126–129, 131–132,
 137, 142, 149–150, 152–153, 156–157,
 160–163, 165–173, 178–180, 182–184, 186,
 188, 190–192
 Abilities 29, 84–95, 114, 127, 137, 152–153
 Artifact 40, 57–58, 81, 150, 161, 166,
 171, 182
 Attacking 71–73, 79–80, 85–88, 90–91,
 93–94, 126–127, 161–163, 167,
 183–184, 186, 191–192
 Blocked 71, 88–89, 94, 161, 163, 167, 170,
 173, 184, 191–192
 Blocking 72, 85–86, 88, 94–95, 161–163,
 167–168, 183–184, 191–192
 Defending 71, 85–86, 94, 162–163,
 167–168, 184, 191
 Summoned 58, 69, 79, 182
 Token 83, 149, 162, 182–183
 Wall 80, 186
 Curse 24, 43, 109

D

Damage 50, 52, 54–55, 57, 64, 66, 68–70, 72–73,
 76–77, 79–81, 85–88, 90–96, 100–105, 119,
 125, 127–132, 153, 161–166, 167, 168–171,
 174, 176–179, 181, 183–184, 186, 188,
 191–194
 Healing 101, 103, 171, 178, 188
 Prevention 64, 73, 91–92, 96, 100–105, 119,
 120, 128, 132, 168, 170–171, 176,
 178–179, 184, 188, 192–193
 Redirecting 179
 Source of 178, 179, 181
 Timing of 104
 Deal Damage 68, 72–73, 76–77, 87–88, 90–91,
 93–94, 101, 127, 167, 170, 186, 191–193
 Deathlace 100
 Deck 17, 19–20, 23, 25–30, 34–35, 37, 39, 44–45,
 48, 50, 60, 110, 134–158, 164, 167, 168, 172
 Deck Builder 10, 17, 134, 145–155, 157, 165,
 168, 170, 172, 180, 181, 185
 Color of 12, 20, 37, 40, 140, 142–143,
 145, 165
 Restrictions 134, 138
 Starting 12, 19–20
 Declare Attack 70–71, 86, 161–162, 175, 190
 Declaring Attackers 71, 127–128, 190
 Declaring Blockers 127–128
 Defending Creature 71, 85–86, 94, 162, 163,
 167, 168, 184, 191
 Destroy 50, 77–78, 88, 92–93, 98, 101–102, 104,
 106, 153, 167, 168, 172, 178, 179, 182
 Difficulty Level 12, 19, 138, 156
 DirectX 10
 Disadvantage 24, 38, 43, 109
 Discard 60, 63–64, 115, 131, 168, 169, 171, 177,
 194

Discard Phase 60, 63–64, 131, 168, 194
 Discard Pile 60, 63, 171
 Disintegrate 66
 Dome, Mana 35–36, 46, 175
 Dominia 181
 Dominion 3, 6, 16, 24, 32, 35–36, 46, 168, 176
 Done 27, 30, 32, 55, 112, 115–116, 121–122,
 125–128, 136, 138, 150, 154–156, 169, 174,
 Draw 60, 62, 101, 110, 115, 118, 129–130, 168,
 169, 173, 177, 179, 186, 189
 Draw Phase 60, 62, 118, 129–130, 168, 177,
 186, 189
 Drudge Skeletons 76, 91, 93
 Duel 17, 23–24, 32–33, 37–39, 42–44, 47–48, 50,
 54–56, 60–106, 109–119, 120, 134–135,
 138–144, 155–158, 160, 165, 168, 169,
 173–174, 177, 186
 Dueling Table 14, 110–119, 120, 156, 174, 177
 Dungeon 37–38, 45, 140
 Dungeon Clues 22, 24, 26, 37, 39
 Dwarven Warriors 68

E

Effect 51, 55–58, 62, 64, 67–70, 72, 74–81,
 83–85, 90–95, 97–106, 112–114, 116–117,
 119–120, 122–125, 128–132, 152–153,
 160–161, 163–166, 168–174, 176–180,
 182–185, 188–190, 193–194
 Continuous 74–75, 81, 160, 165–166, 169
 Resolving 83–84, 96–97, 101, 104, 169
 Targeted 83, 143, 172, 179, 191
 Timing 75, 77, 95, 97–102
 Upkeep 128–130
 Elemental Blast, Blue 77–78, 98, 101

Elemental Blast, Red 101, 143
 Enchant 53, 56, 67, 83–84, 150, 169, 183

Artifact 82, 150
 Creature 56, 67, 83–84, 150
 Enchantment 150, 169
 Land 82–83, 150, 183
 World 56, 82, 169

Enchantment 37, 53, 56, 65, 69, 75, 78, 82,
 84–85, 88, 92–97, 150, 166, 169, 170, 174,
 177, 181
 Global 82, 130, 150, 170, 174
 Local 82, 169–170, 174

End 6, 22, 24, 36, 39, 47, 61–64, 67, 69, 75–77,
 84, 91, 94, 97, 99–101, 104–105, 114–115,
 117, 119, 123, 125, 128–131, 138, 140, 157,
 162–164, 168–169, 174, 176, 178, 184–186,
 188–189, 193–194

End of Phase 61–64, 67, 69, 105, 117, 119, 164,
 168, 174, 176, 184–186, 188–189, 194

End of Turn 64, 69, 75–77, 84, 101, 105, 129,
 164, 178, 184, 186, 188, 194

Energy Flux 130

Exit 14, 18, 145–146, 157–158

F

Fallen Empires 169

Fast Effect 55–56, 62, 72, 74, 77, 79, 92–93, 95,
 99–100, 102–103, 105, 112, 116–117, 123,
 130, 142, 160–161, 163, 168–169, 172–174,
 185, 188–189, 194

Fast Effects, Resolving 96–97, 101

Feldon's Cane 131

Filter

Color 40, 147–148, 164–165

Other 150

Set 147, 170, 181

Type 29, 40, 138, 185

Fireball 54–55, 66–67

Firebreathing 54, 75, 181

First Strike 60, 73, 88, 103, 127, 152, 160, 170,
192–193

Fizzle 67, 131, 170

Flavor Text 51, 54

Flying 54, 71, 84–89, 101, 114, 127, 152–153,
160, 169–170, 179, 186

Food 22–23, 34–36, 42–43

Forest 163, 173

Forestwalk 89, 170, 173

Fourth Edition 147, 170, 180

Frozen Shade 54, 76



G

Game Menu 10, 12, 17–18, 145, 156

Gauntlet 156, 158

Generic Mana 53–54, 57, 61, 65–66, 81, 165,
170, 175

Giant Growth 55, 64, 77, 178

Giant Spider 88

Gives Ability 152, 173, 186, 191

Global Enchantment 82, 130, 150, 170, 174

Goblin 57, 143

Goblin King 57

Goblin Rock Sled 57

Gold 22–23, 34, 36, 40, 42–43, 47, 141, 154

Graveyard 5, 60, 63, 65, 67, 69, 72–73, 77–78, 80,
82, 84, 90–93, 101–102, 104–106, 111,
117–118, 120, 128, 131–132, 162–163,
166–168, 170–172, 177–181, 183–184, 188,
192–193

Graveyard, Timing 69

Gray Mana 65, 165

Gray Ogre 54, 98

Great Druid 6, 176

Green Mana 33, 48, 52–53, 65, 91, 175

Grizzly Bears 101, 181

Guardian 4–6, 32, 162–163, 171–172

Guild Lords 4–6, 175

H

Hand 60, 63–70, 72, 74, 78, 85, 90, 100–102,
110–111, 113–115, 117, 120–121, 130–131,
134, 142, 144, 163–164, 166, 168, 171–172,
178, 180–181, 183, 194

Heal Damage 64, 69, 73, 162, 171, 178

Help 14, 34, 39, 41–42, 63, 69, 88, 92, 95, 112,
116, 196, 199

Holy Strength 54, 56, 75

Homelands 171

Hurloon Minotaur 53–54, 68–69

Hypnotic Specter 68

I

In Play 8, 37, 39, 50–51, 54, 56–57, 60–62, 66,
68, 70, 73, 75–82, 84, 87, 89–90, 96–97,
100–102, 104, 106, 111–115, 117–118, 120,
123–125, 129–131, 134, 142–144, 156–157,
163, 166, 169, 171–173, 176–178, 180–184,
189, 193

Indeo 10

Inflatable 76

Installing, Game 8–9

Instant 38, 40, 53, 55–56, 75, 77, 84, 99–104,
123, 172, 178, 181

Interrupt 17, 53, 55–56, 73, 75, 77–78, 95–104,
106, 121–123, 163, 169, 172–173, 182, 189

Stack 55, 99

Timing 75, 77, 99

Inventory 28, 31, 136–137, 145–151, 153–154,
165, 170, 172, 181, 185

Ironroot Treefolk 54

Island Sanctuary 130

Island

Land Card 31, 96–97, 163, 173

Terrain 31, 33, 97

Islandwalk 89, 172

J

Journal 24

Jump 71, 75, 84, 101–102

K

Kenan Sahrnal 2–5, 162, 171–172, 174

Keyboard Controls 24–25

Kill 55, 71–72, 77, 87–88, 92, 94, 104, 130, 172

Kormus Bell 80

Kzzy'n 6, 172

L

Lairs 33, 36, 45, 140

Land

Basic 31, 33, 51–52, 97, 113, 163, 173

Forest 163, 173

Island 31, 96–97, 163, 173

Mountain 96–97, 163, 173

Plains 40

Swamp 163, 173

Landwalk 89, 127, 152, 170, 172–173, 176–177,
182

Leap of Fate 26, 48

Legend 173

Lethal Damage 69, 72–73, 91–92, 95, 100,
103–104, 128, 162, 167, 170, 179, 192–193

Library 60, 62, 65, 111, 118, 130, 138, 141,
143–144, 154, 163, 168, 171–173, 186, 189

Lichlord 5–6, 162, 174

Life 2, 20, 22–24, 31–32, 35–39, 47, 50, 53, 66,
83, 92, 109, 111, 118–119, 121, 125, 157,
166–168, 174–177, 186

Lifelace 121

Life Register 111, 119, 121, 125, 174

LIFO 98–99, 163, 169, 174

Lightning Bolt 88, 131

Lim-Dûl 2–6, 160, 162–163, 172, 174

Lim-Dûl's War 2, 5, 160, 162–163

Limited 33, 40, 42, 44, 78, 138, 140, 160, 174,
180, 185

Link, Mana 31–32, 34–36, 47, 175

Llanowar Elves 53
 Load Saved Game 18, 156
 Local Enchantment 82, 169–170, 174
 Lock, Mana 141
 Lord of the Pit 131, 144

M

Main Menu 9–10, 12, 14, 16–18, 145–146, 156
 Main Phase 56, 60, 62–63, 70, 78, 80, 120, 161, 165, 168, 175, 181, 189–190
 Post-combat 63
 Pre-combat 63, 117, 190
 Mana 2, 4–5, 22, 24, 26, 28, 31–40, 43, 45–48, 50–54, 57, 61, 63–67, 75–77, 79, 81, 85, 91–92, 95, 100, 102–103, 106, 109–115, 119–121, 124–125, 130, 137, 141–142, 147–149, 151, 164–165, 169–171, 173, 175–176, 181, 190, 193
 Black 33, 48, 52–53, 65–66, 75–76, 85, 148, 175
 Blue 33, 48, 52–53, 65, 142, 148, 175
 Burn 67, 175–176
 Color of 4, 28, 32, 35, 45, 47, 52–54, 65–66, 81, 119, 121, 137, 142, 147–149, 164–165, 170, 173
 Colorless 53, 65, 81, 165, 170, 175
 Dome 35–36, 46, 175
 Generic 53–54, 57, 61, 65–66, 81, 165, 170, 175
 Gray 65, 165
 Green 33, 48, 52–53, 65, 91, 175
 Link 31–32, 34–36, 47, 175
 Lock 141
 Pool 52, 67, 100, 106, 111, 115, 119–121, 165, 175–176
 Red 33, 45, 47–48, 52–54, 66, 142, 148, 175
 Short 100
 Squirrels 48
 Stone 31–32, 35, 45, 47–48, 176

Symbols 28, 65, 137, 147–148, 165
 Tap 32, 46, 51–53, 75, 100, 113, 120, 124, 176
 White 31, 33, 48, 52, 148, 175
 Manabarbs 79
 Map, Plain 31
 Marker 22, 119–121, 125, 166
 Match 29, 40, 138, 156–158
 Menu, Main 9–10, 12, 14, 16–18, 145–146, 156
 Menu, Options 29, 138
 Menus 17
 Mesa Pegasus 87
 Millstone 143
 Mini-menu 14, 27–28, 30, 110–111, 113, 115–117, 121–122, 125, 127–128, 136, 138, 146–147, 155, 158
 Mishra's Factory 82, 149
 Mono Artifact 176
 Morgane 176
 Mountain
 Land Card 96–97, 163, 173
 Terrain 97
 Mountainwalk 176
 Mulligan 110
 Multicolored 34, 52, 173
 Multiverse 2, 5, 171, 173, 181

N

Name 3, 5, 8, 25, 28, 40, 51, 54, 57, 80, 90, 106, 110, 115, 136, 146, 150, 153–155, 157, 173, 182, 186, 199
 Native Ability 152
 Non-Creature Artifact 40, 58, 81, 161, 165
 Non-targeted 56, 67, 90, 99, 150, 174, 179

O

Oasis 52

Options Menu 29, 138

Owner 69, 82, 84, 86, 92, 106, 164, 166, 171,
177–178

P

Paralyze 61, 129

Parts of a Card 51, 54

Permanent 56–57, 62, 65, 67, 73, 75, 77–79,
82–84, 100, 102–105, 113, 122–124,
131–132, 164, 166, 168–169, 172–173, 177,
181–183, 185

Pestilence 76, 90

Phantasmal Terrain 97

Phase 56, 60–64, 67, 69–70, 72, 76–78, 80, 82,
105, 111–112, 114–122, 125–126, 128–131,
161, 164–165, 168–169, 174–177, 181–182,
184–186, 188–190, 194

Bar 111, 116–117, 119, 121–122, 125–126,
128, 177

Cleanup 60, 64, 69, 76–77, 82, 117, 164,
169, 184, 194

Discard 60, 63–64, 131, 168, 194

Draw 60, 62, 118, 129–130, 168, 186, 189

Main 56, 60, 62–63, 70, 78, 80, 120, 161,
165, 168, 175, 181, 189–190

Stop 112, 116–117, 125

Untap 60–61, 64, 72, 80, 105, 182, 185, 189

Upkeep 61–62, 64, 80, 105, 116, 128, 185,
189

Plain Map 31

Plains

Land Card 52, 97, 163, 173

Terrain 97

Plainswalk 177

Plane 2–6, 17–18, 46, 108, 147, 160–161, 163,
168, 174, 181

Planeswalker 2, 5–6, 161, 163, 174

Play

Remove From 72, 130, 180

Sequence of 188–194

Poison 119, 152, 155, 177

Poly Artifact 178

Pool, Mana 52, 67, 100, 106, 111, 115, 119–121,
165, 175–176

Power 4–6, 20, 26, 29, 32–33, 35, 45–48, 51–52,
57–58, 68–69, 71–72, 76, 80, 84, 90, 109,
114–115, 118, 122, 137, 142, 149, 151, 153,
161, 165–168, 178, 181, 186, 192–193

Prices 34, 43

Priestess 87, 90

Prodigal Sorcerer 77, 94, 125

Protection 3, 5, 20, 52, 65–66, 76, 82, 84–85,
90–91, 95, 127, 140, 144, 152, 160, 163, 169,
179, 186

Psychic Venom 181

Q

QNI 23, 179

Quest 22–23, 34–35, 45, 47–48, 140, 175, 179

Scroll 22–23, 179

Timer 22–23, 179

Quickening 26, 48

R

Rarity 29, 40, 137, 153, 165, 179, 185

Red Mana 33, 45, 47–48, 52–54, 66, 142, 148,
175

Redirect Damage 69, 73, 162, 179



Regeneration 64, 75, 85, 91–93, 101, 103, 127,
132, 152, 163, 168, 178–180, 188, 192–193
Register 17, 111, 119, 121, 125, 174
Remove
 From Game 17, 167
 From Play 72, 130, 180
Resolving 83, 95–97, 101, 104, 169, 203–204,
207
Respond to 55, 63, 95–96, 99–100, 102–103,
116, 122, 130, 163, 172–173
Restricted Cards 147, 180
Restrictions, Deck 134
Resume 18, 32
Resurrection 180
Revised 180
Riddle 38, 43
Road 18, 30
Rod of Ruin 81
Royal Assassin 93–94
Rules 14, 52–54, 61, 69, 77, 81, 83, 86, 89, 95,
106, 108, 110, 124–125, 138, 141, 160,
169–170, 173, 176, 178, 182, 186, 197

S

Sacrifice 104, 130–132, 144, 160, 166–167, 180
Sainted One 160
Samite Healer 95
Saving a Game 16
Scathe Zombies 76
Scroll, Quest 22–23, 179
Scrib Sprites 94
Scrying Crystal 32
Sengir Vampire 55, 87, 92, 105
Sequence of Play 188–194

Shandalar 2–6, 10, 12, 14, 16–20, 22–48, 50, 54,
60, 108–132, 134–135, 138–139, 145, 147,
153–157, 160–161, 163, 165, 168–172,
174–177, 179–182, 184, 186
Shanodin Dryads 89
Shortcuts, Keyboard 26
Showcase 27, 39–40, 111, 113–114, 117–120,
135–136, 145–146, 181
Sideboard 140, 158
Situation Bar 112, 115–116, 119, 121, 125,
127–128
Skavius Slan 5, 174
Sleight of Mind 82, 84
Sorcerer 19, 77, 94, 125, 138, 156
Sorceress Queen 68–69
Sorcery 40, 53, 56, 104, 181
Source of Damage 178–179, 181
Speak to Wise Man 35
Spell 16, 24, 26, 32, 35–36, 40–41, 46–48, 51–57,
63–71, 73–75, 77–85, 90–92, 95, 97–106,
112–113, 115–116, 119–125, 131–132, 142,
161, 163–164, 166–174, 176–184, 190,
193–194
 Casting 64, 69, 73, 128
 Chain 55, 122–123, 125, 181–182, 190, 193
 Color 52, 54, 65–66, 84, 121, 142, 164, 170
 Type 51, 57, 65, 80–82, 161, 172–173, 193
Squirrels, Mana 48
Stack, Interrupt 55, 99
Staff of Life 32
Starcryst 6, 182
Starting Deck 12, 19–20
Starting, Game 18
Starvation 43
Statistics 24, 29, 35, 138, 155, 158

Status 22–24, 32, 39, 43, 123, 149

Stone, Mana 31–32, 35, 45, 47–48, 176

Stoning 153, 182

Stop, Phase 112, 116–117, 125

Strip Mine 160

Sub-filters 29, 138, 147, 150

Sub-phases 117, 125, 165, 175, 190

Successfully Cast 57, 65, 68, 73, 78, 82, 92, 98,
100, 102, 104, 122–123, 161, 166, 172, 177,
181, 183, 193

Summon 40, 50, 53, 57–58, 68, 73, 78–81, 98,
100, 149–150, 166, 171, 173, 175, 182, 186

Summoning Sickness 57–58, 69, 71, 79–81, 153,
161, 179, 182, 190

Swamp (Land Card) 163, 173

Swampwalk 47, 89, 173, 182

Sword of Resistance 26, 48

Symbol
 Mana 65
 Tap 51

T

Tap 32, 46, 51–53, 57, 61, 71, 74–77, 80–83, 93,
100, 102–103, 105, 113, 120, 124, 129, 161,
167, 176, 182

 Symbol 51

 Mana 32, 46, 51–53, 75, 100, 113, 120, 124,
 176

Tapped 52, 58, 60, 71–72, 74, 76–77, 79–83,
92–93, 102–103, 113, 124, 153, 161–162,
165–167, 170, 173, 179, 181, 183, 185,
190–192

Tapping 51–52, 72, 81, 100, 102–103, 124, 160,
173, 175–176, 182, 185, 190

Target 55–56, 58, 66–67, 69, 73, 77–78, 81–84,
90, 93, 98–102, 104, 112, 114–115, 119–123,
125, 131, 143, 150, 160–162, 169–170, 172,
174, 176–179, 183, 192–193

Targeted Effects 83, 143, 172, 179, 191

Targeting 67, 100–101, 122, 143, 150, 172, 182

Terrain 22, 30–31, 33–34, 41, 97

 Island 31, 33, 97

 Mountain 97

Territory 34, 60, 82, 111, 114, 119, 121, 125,
172, 183

Terror 54, 87, 100, 102, 186

Thoughtlace 65–66, 77–78, 98

Thunder Staff 26, 45, 47–48

Timer, Quest 22–23, 179

Timing 69, 75, 77, 83, 95, 99, 104, 173, 182

 Graveyard 69

 of Damage 104

 of Effects 95

 of Interrupts 77, 99

Token 83, 104, 149, 162, 164, 166, 177, 180,
182–183

Token Creatures 104, 149, 162, 164

Tome of Enlightenment 139

Tonamur 30–31, 33, 184

Toughness 29, 51, 57–58, 64, 68–69, 71–73, 76,
84, 88, 92, 100–101, 114, 118, 122, 137, 142,
149, 151, 161, 167–168, 184

Trading 35, 39, 140

Trample 72, 87, 94–95, 127, 147, 152, 160, 167,
169, 184, 192–193

Triggered Effects 104–105, 123, 189, 193

Tsunami 140, 143

Turn 29, 36, 50–51, 55–57, 60–66, 69–71, 73,
75–81, 84, 89, 91–92, 96–99, 101, 105, 110,
112, 116, 120, 129, 137, 141, 144–145, 147,
149, 152–153, 161, 164, 168–169, 173, 175,
177–179, 181–182, 184–186, 188, 190, 194

Turn, Phases of 60, 105, 116, 169, 177, 184, 188

Tutorial 9, 14, 17, 196

Twiddle 103, 105, 167

Type

- Card 39–40, 51, 57, 113, 122, 135, 140, 164, 172–173, 183, 185
- Creature 51, 56–57, 80–82, 84, 161, 173
- Spell 51, 57, 65, 80–82, 161, 172–173, 193

U

- Unblocked 77, 89, 94, 167, 192–193
- Uncle Istvan 95
- Unholy Strength 54
- Unlimited 139–140, 160, 163, 180, 185
- Unstable Mutation 84
- Unsummon 102, 132, 178
- Untap 51, 60–61, 64, 72, 80, 103, 105, 129, 131, 177, 182, 185, 188–189
- Untap Phase 60–61, 64, 72, 80, 105, 182, 185, 189
- Until End of Turn 64, 69, 75–77, 84, 101, 129, 164, 178, 184, 194
- Upkeep 60–64, 80, 105, 116, 128–131, 144, 169, 177, 185, 189
- Upkeep Phase 61–62, 64, 80, 105, 116, 128, 185, 189
- Uthden Troll 77

V

- Venom 94, 181
- Village 24, 28, 30–31, 34–36, 39, 43, 45, 48, 109, 135–136, 139–140
- Visage 20

W

- Wall 54, 71, 80, 91, 186
- Wall of Brambles 91
- Wanderlust 129
- War Mammoth 94–95
- Ward 4, 85, 179
- Web 88, 153, 170, 186, 198–199
- White Knight 82, 84, 88, 91
- White Mana 31, 33, 48, 52, 148, 175
- Windows 8–10, 14, 17–18, 25, 112, 114, 146, 199
- Winning 20, 24, 32, 44, 140, 160, 165, 186
- Wise Man 24, 34–35, 109
- Witch 31, 76, 93
- Wizard 2–6, 12, 19, 24, 31–32, 35–36, 38–39, 41, 45–47, 80, 138, 141, 156–157, 171, 174, 176, 196
- World Magic 22–24, 26, 45, 47, 135, 139, 186
- Wrath of God 90, 179

X

- X Cost 66, 115, 121, 151





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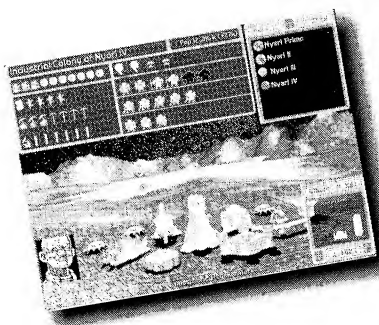
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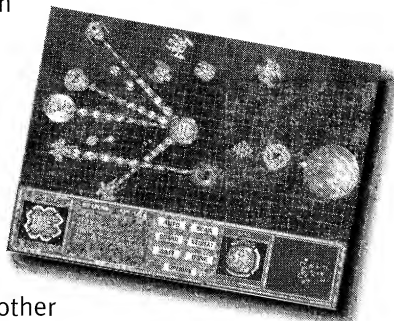
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